



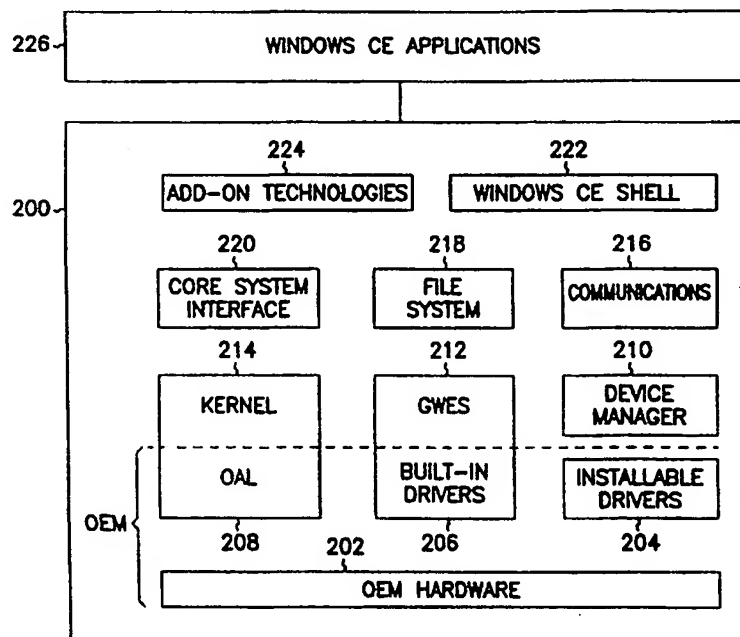
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## (57) Abstract

A set of Application Program Interfaces-(APIs)-for a resource-limited environment are disclosed. The APIs provide a mechanism for a computer application to interface with various components and modules of an operating system for a resource-limited environment. The APIs further provide a mechanism to interface with input/output devices commonly found in embedded systems running in a resource-limited environment.

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## APPLICATION PROGRAM INTERFACES IN AN OPERATING SYSTEM

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### FIELD OF THE INVENTION

This invention relates generally to computer operating systems, and more particularly to application program interfaces for resource limited operating systems.

### RELATED FILES

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This application claims the benefit of U.S. Provisional Application No. 60/078946, filed March 23, 1998, which is hereby incorporated herein by reference.

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### BACKGROUND OF THE INVENTION

The rapid evolution of personal computer technology continues to produce personal computers (PCs) that are smaller, cheaper and faster than their predecessors. Where computers once occupied entire rooms, they are now small  
25 enough to fit in the palm of a user's hand, hence the name "Palm-size PCs". In addition, PCs are now small enough to be placed in environments outside of the home or office, such as an automobile. Further more, the new PCs may be embedded in a variety of consumer devices and specialized industrial controllers. For the purposes of this application, all of the above-referenced PCs will be  
30 referred to collectively as "embedded systems."

The reduced size of embedded systems means that certain sacrifices need to be made. For example, a typical embedded system does not have fixed or removable disk drives such as hard disk, floppy disk, CD-ROM or DVD-ROM drives, with the persistent storage of a typical embedded system comprising flash  
5 memory or volatile memory with a battery refresh. In addition, the amount of RAM in the typical embedded system is also limited.

In addition, output resources typical to a desktop PC may be missing or severely limited in an embedded system. For example, the display for a typical embedded system may comprise a small LCD screen with limited resolution and  
10 capable of displaying only grayscale or a limited number of colors. In certain environments, such as the automobile, the display may be an LCD screen with a limited number of fixed icons and text areas. The display may be augmented with a computerized speech facility.

Similarly, input resources may be limited or adapted for use in embedded  
15 systems. For example, many embedded systems do not have a mouse or other pointing device. In addition, some hand-held devices do not have a physical keyboard. Such embedded devices may use a touch sensitive display in conjunction with a virtual keyboard placed on the display. In addition, embedded devices may employ speech recognition for input.

20 As a result of the above, specialized operating systems capable of running in the resource-limited environment of the embedded system have been developed. An example of such an operating system is the Windows CE<sup>TM</sup> operating system from Microsoft Corporation.

Applications running on the embedded system must also be capable of  
25 running in the resource limited environment described above. In embedded systems comprising Palm-size PCs, these applications are typically specialized versions of applications available on the bigger siblings of the Palm-size PC, such as calendar programs, personal information managers, calculators, dictionaries and the like.



In other environments, the applications running on the embedded system may be more specialized. For example, in an AutoPC, the applications may comprise applications that interface with an audio system, applications that report and use position and navigation information, and applications that monitor  
5 the condition and state of various other systems present in the automobile.

In order to accommodate a large number of different application needs, operating systems typically provide APIs (Application Programming Interfaces) to a wide variety of functionality that is common to many differing applications. Any one application generally uses only a small subset of the available APIs.  
10 Providing a wide variety of APIs frees application developers from having to write code that would have to be potentially duplicated in each application. However, in the resource limited environment of the embedded system, there is typically a much more limited set of APIs available. This is because there is generally insufficient persistent and non-persistent memory available to support  
15 a large number of different APIs. Thus, a developer writing an application for an embedded system may find that he or she must develop code that would ordinarily be provided by the operating system in a desktop's or other larger computer's operating system.

As a result of the above, there is a need in the art for an operating system  
20 capable of running in the resource limited environment of an embedded system. Such an operating system should be customizable and adaptable to the wide variety environments that system designers may choose to place embedded systems, allowing developers to include only those components and modules that are necessary for a particular environment. In addition, the operating system  
25 should include APIs to operating system provided components in order prevent applications designers from having to duplicate commonly needed code. Finally, the operating system should provide APIs for components and modules that meet the unique input and output needs of an embedded system.

### SUMMARY OF THE INVENTION

The above-mentioned shortcomings, disadvantages and problems are addressed by the present invention, which will be understood by reading and studying the following specification.

5           A system is presented that includes a set of Application Program Interfaces (APIs) for a number of software modules and components for resource limited environments. One example of a resource limited environment is the embedded system, which comprises a variety of consumer devices and specialized industrial controllers, along with hand-held, or palm-size personal  
10       computers.

          One aspect of the system is that the combination of components and modules included in an operating system for resource limited environments is customizable and flexible. This allows an embedded system designer to include only those components and modules that are necessary for a particular  
15       environment. As a result, scarce memory is not consumed by unneeded components, allowing more memory to be devoted to applications and other modules and components that are needed in the embedded system.

          Another aspect of the system is that APIs are provided that meet the unique input and output needs of the typical embedded system. For example,  
20       many embedded systems do not provided a keyboard or mouse for input. The system provides APIs to components and modules that provide alternative mechanisms of providing input. These alternative mechanisms include APIs to handwriting recognition engines that "read" strokes on a touch sensitive screen, and APIs to voice input components that allow a user to issue spoken commands  
25       to the system. Further, the system provides APIs to components that output audible speech for those environments where a display monitor is impractical.

Another aspect of the system is that the handling of "out of memory" conditions is customizable by an embedded system designer. This is important to systems with limited resources, because out of memory conditions are more likely to occur.

- 5        A further aspect of the system is that an API to a position and navigation component is provided. This is useful for embedded system environments that are mobile, such as automobiles, trucks, and boats.

The APIs summarized above, and various other APIs, will be described in detail in the sections that follow.

- 10       The present invention describes systems, clients, servers, methods, and computer-readable media of varying scope. In addition to the aspects and advantages of the present invention described in this summary, further aspects and advantages of the invention will become apparent by reference to the drawings and by reading the detailed description that follows.

15       **BRIEF DESCRIPTION OF THE DRAWINGS**

FIG. 1 shows a diagram of the hardware and operating environment in conjunction with which embodiments of the invention may be practiced;

FIG. 2 is a diagram illustrating a system-level overview of exemplary embodiments of an operating system for a resource limited environment; and

- 20       FIG. 3 is a diagram further illustrating the relationship of modules, components and APIs according to an embodiment of the invention.

**DETAILED DESCRIPTION OF THE INVENTION**

- In the following detailed description of exemplary embodiments of the invention, reference is made to the accompanying drawings that form a part  
25       hereof, and in which is shown by way of illustration specific exemplary embodiments in which the invention may be practiced. These embodiments are described in sufficient detail to enable those skilled in the art to practice the invention, and it is to be understood that other embodiments may be utilized and that logical, mechanical, electrical and other changes may be made without

departing from the spirit or scope of the present invention. The following detailed description is, therefore, not to be taken in a limiting sense, and the scope of the present invention is defined only by the appended claims.

The detailed description is divided into four sections. In the first section, the hardware and the operating environment in conjunction with which embodiments of the invention may be practiced are described. In the second section, a system level overview of the invention is presented. In the third section, various APIs are presented allowing applications to interface with various modules and components of an operating system. Finally, in the fourth section, a conclusion of the detailed description is provided.

#### Hardware and Operating Environment

FIG. 1 is a diagram of the hardware and operating environment in conjunction with which embodiments of the invention may be practiced. The description of FIG. 1 is intended to provide a brief, general description of suitable computer hardware and a suitable computing environment in conjunction with which the invention may be implemented. Although not required, the invention is described in the general context of computer-executable instructions, such as program modules, being executed by a computer, such as a personal computer, a hand-held or palm-size computer, or an embedded system such as a computer in a consumer device or specialized industrial controller. Generally, program modules include routines, programs, objects, components, data structures, etc., that perform particular tasks or implement particular abstract data types.

Moreover, those skilled in the art will appreciate that the invention may be practiced with other computer system configurations, including hand-held devices, multiprocessor systems, microprocessor-based or programmable consumer electronics, network PCS, minicomputers, mainframe computers, and the like. The invention may also be practiced in distributed computing

environments where tasks are performed by remote processing devices that are linked through a communications network. In a distributed computing environment, program modules may be located in both local and remote memory storage devices.

5           The exemplary hardware and operating environment of FIG. 1 for implementing the invention includes a general purpose computing device in the form of a computer 20, including a processing unit 21, a system memory 22, and a system bus 23 that operatively couples various system components including the system memory to the processing unit 21. There may be only one or there  
10           may be more than one processing unit 21, such that the processor of computer 20 comprises a single central-processing unit (CPU), or a plurality of processing units, commonly referred to as a parallel processing environment. The computer 20 may be a conventional computer, a distributed computer, or any other type of computer; the invention is not so limited.

15           The system bus 23 may be any of several types of bus structures including a memory bus or memory controller, a peripheral bus, and a local bus using any of a variety of bus architectures. The system memory may also be referred to as simply the memory, and includes read only memory (ROM) 24 and random access memory (RAM) 25. A basic input/output system (BIOS) 26,  
20           containing the basic routines that help to transfer information between elements within the computer 20, such as during start-up, is stored in ROM 24. In one embodiment of the invention, the computer 20 further includes a hard disk drive 27 for reading from and writing to a hard disk, not shown, a magnetic disk drive 28 for reading from or writing to a removable magnetic disk 29, and an optical  
25           disk drive 30 for reading from or writing to a removable optical disk 31 such as a CD ROM or other optical media. In alternative embodiments of the invention, the functionality provided by the hard disk drive 27, magnetic disk 29 and optical disk drive 30 is emulated using volatile or non-volatile RAM in order to conserve power and reduce the size of the system. In these alternative

embodiments, the RAM may be fixed in the computer system, or it may be a removable RAM device, such as a Compact Flash memory card.

In an embodiment of the invention, the hard disk drive 27, magnetic disk drive 28, and optical disk drive 30 are connected to the system bus 23 by a hard disk drive interface 32, a magnetic disk drive interface 33, and an optical disk drive interface 34, respectively. The drives and their associated computer-readable media provide nonvolatile storage of computer-readable instructions, data structures, program modules and other data for the computer 20. It should be appreciated by those skilled in the art that any type of computer-readable media which can store data that is accessible by a computer, such as magnetic cassettes, flash memory cards, digital video disks, Bernoulli cartridges, random access memories (RAMs), read only memories (ROMs), and the like, may be used in the exemplary operating environment.

A number of program modules may be stored on the hard disk, magnetic disk 29, optical disk 31, ROM 24, or RAM 25, including an operating system 35, one or more application programs 36, other program modules 37, and program data 38. A user may enter commands and information into the personal computer 20 through input devices such as a keyboard 40 and pointing device 42. Other input devices (not shown) may include a microphone, joystick, game pad, satellite dish, scanner, touch sensitive pad, or the like. These and other input devices are often connected to the processing unit 21 through a serial port interface 46 that is coupled to the system bus, but may be connected by other interfaces, such as a parallel port, game port, or a universal serial bus (USB). In addition, input to the system may be provided by a microphone to receive audio input.

A monitor 47 or other type of display device is also connected to the system bus 23 via an interface, such as a video adapter 48. In one embodiment of the invention, the monitor comprises a Liquid Crystal Display (LCD). In

addition to the monitor, computers typically include other peripheral output devices (not shown), such as speakers and printers.

The computer 20 may operate in a networked environment using logical connections to one or more remote computers, such as a remote computer 49.

5 These logical connections are achieved by a communication device coupled to or a part of the computer 20; the invention is not limited to a particular type of communications device. The remote computer 49 may be another computer, a server, a router, a network PC, a client, a peer device or other common network node, and typically includes many or all of the elements described above relative  
10 to the computer 20, although only a memory storage device 50 has been illustrated in FIG. 1. The logical connections depicted in FIG. 1 include a local-area network (LAN) 51 and a wide-area network (WAN) 52. Such networking environments are commonplace in offices, enterprise-wide computer networks, intranets and the Internet.

15 When used in a LAN-networking environment, the computer 20 is connected to the local network 51 through a network interface or adapter 53, which is one type of communications device. When used in a WAN-networking environment, the computer 20 typically includes a modem 54, a type of communications device, or any other type of communications device for  
20 establishing communications over the wide area network 52, such as the Internet.

The modem 54, which may be internal or external, is connected to the system bus 23 via the serial port interface 46. In a networked environment, program modules depicted relative to the personal computer 20, or portions thereof, may be stored in the remote memory storage device. It is appreciated that the  
25 network connections shown are exemplary and other means of and communications devices for establishing a communications link between the computers may be used.

The hardware and operating environment in conjunction with which embodiments of the invention may be practiced has been described. The

computer in conjunction with which embodiments of the invention may be practiced may be a conventional computer an hand-held or palm-size computer, a computer in an embedded system, a distributed computer, or any other type of computer; the invention is not so limited. Such a computer typically includes  
5 one or more processing units as its processor, and a computer-readable medium such as a memory. The computer may also include a communications device such as a network adapter or a modem, so that it is able to communicatively couple other computers.

#### System Level Overview

10 A system level overview of the operation of an exemplary embodiment of the invention is described by reference to FIGs. 2 and 3. The concepts of the invention are described as operating in a multiprocessing, multithreaded operating environment on a computer, such as computer 20 in FIG. 1. The exemplary operating environment comprises what is known in the art as an  
15 operating system. In this environment one or more applications, such application 226, interface with various modules and components of the operating system. In addition, the various modules and components of the operating system interface with each other. Finally, the modules, components and applications interface with hardware 202 present on the computer through what  
20 is known in the art as a device driver module, and through an Original Equipment Manufacturer (OEM) adaptation layer 208. In one embodiment of the invention, there are two types of device drivers, built-in drivers 206 and installable drivers 204. The various modules will now be described in further detail.

25 The core system interface 220 is the module through which applications can access the operating system. The core system interface 220 includes functions to transfer API calls to the appropriate operating system server process.

In addition to including or exporting the APIs selected, the core system interface 220 includes components to support the following:



- Localization
- Local heap and memory allocation
- Serial port device driver thunks
- Telephony API (TAPI)

5       The shell module 222 manages the user interface and handles such tasks as launching software applications. In one embodiment of the invention, the operating system provides shell components that enable an embedded system designer to develop a customized shell 222 that satisfies the requirements of the target platform. Included in these components are:

10

- A Control Panel with applets familiar to desktop Windows users. The following applets are included: Communications; Display; Keyboard; Network; Owner; Password; Power; Regional Settings, Remove Programs; Pointing Device Settings (Stylus); Sounds and Volume.

15

- A Notification API that lets an application register its name and an event with the system. When the event occurs, the kernel will automatically start the named application. The API also allows an application to register a specific date and time at which the application should start.

20

- Common controls and common dialogs, which are designed to provide to the user clear, simple, and meaningful information and a means to furnish input to the system and applications as needed.

25

- A command line processor (that is, a console application) that supports a set of standard input and output API calls.

30

- Connectivity components (for example, to support remote application programming calls) between the development workstation and the embedded system target platform.

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In conjunction with a desktop, the shell module 222 also includes a desktop and task manager component that can be optionally included or

replaced. The task manager component includes the following basic functionality:

- An Active Tasks list of all the currently running, top-level applications;
- 5       • A Run button that allows a user to launch a software application;
- A Switch To button that allows a user to switch to an application selected in the Active Tasks listbox.
- 10       • An End Task button that allows a user to terminate an application selected in the Active Tasks listbox.
- A Cancel button that allows a user to close the Task-Manager window.
- 15       • Monitors the level of main battery and backup battery power (for battery-operated target platforms) and displays an appropriate warning dialog box.
- 20       • Monitors system memory usage in the system and sends a message to all top-level windows when the available system memory drops below a specific threshold. This allows applications to respond to the message by reducing their memory usage as much as possible.

The Add-on Technologies module 224 allows an embedded system developer to optionally include components such as OLE/COM automation that supports development of ActiveX-based applications, an active desktop shell and an Internet browser. Other components that can be included are Visual Basic  
25 run-time and Java script, and a subset of the Microsoft Foundation Classes (MFC). A further optional component that can be provided is a handwriting recognition engine with associated APIs. In one embodiment of the invention, handwriting applications interface with a touch sensitive input device through a component providing a software interface to the touch sensitive device.

The kernel module 214 represents the base operating system functionality that must be present on all platforms. The kernel module includes memory management, process management, exception handling, and support for multitasking and multithreading.

In one embodiment of the invention, the kernel 214 is designed specifically for small, fast, embedded devices. In this embodiment, the kernel supports a single 4GB address space (a 2GB virtual address and a 2GB physical address range). In an embodiment of the invention, this 4GB address space is divided into 33 "slots", each of which has a size of 32MB. The kernel protects each process by assigning each process to a unique, open slot in memory. The invention, however, is not limited to any particular physical or virtual address space or slot size, and other sized may be chosen as those of skill in the art will recognize.

The kernel 214 protects applications from accessing memory outside of their allocated slot by generating an exception. Applications can check for and handle such exceptions by using the try and except Windows CE functions. In one embodiment of the invention, the system is limited to 32 processes, but the number of threads running in a process is limited only by the amount of available memory. Those of skill in the art will appreciate that other values for the maximum number of processes could be chosen.

The file system module 218 contains the functions that support persistent storage on the embedded system target platform. This storage is referred to as the "object store" and includes three different ways to store user data:

- The file system. The file system typically supports common file manipulation functions, such as functions to create files and directories, read and write to files, and retrieve file and directory information.

- The registry. The system registry is similar to the registries of the Windows 95 and Windows NT operating systems. The registry for all applications, including the applications bundled in ROM, is stored in the object store.
- 5     • The Database API. The operating system, in one embodiment of the invention, has its own structured storage to offer an alternative to exposing user and application data in files or the registry. For example, a database is useful for storing raw data that an application will process before displaying to the end-user. Hand-held PC  
10     applications typically store schedule and contact information in databases.

In one embodiment of the invention, the file system managed by file system module 218 is a transactioned system to reduce the possibility that data will be lost due to a critical failure, such as loss of power. Additionally, in one  
15     embodiment of the invention, the file system module 218 implements a scheme (transactioned) of "mirroring" to mirror or track file system operations (not transactioned). The purpose for this implementation is to be able to restore a file system volume in the case that power is lost during a critical sequence of operations being performed on the volume.

20     In one embodiment of the invention, the operating environment combines the Win32 User and GDI (Graphics Device Interface) libraries into a GWES (Graphics, Windowing, and Events Subsystem) module 212. The event manager and window manager are analogous to Win32 User, and the Win32 GDI is replaced with a smaller GDI more suitable to embedded systems. The GWES  
25     module 212 includes multiplatform GDI components (supporting an associated display driver) that support color and grayscale display, palette management, TrueType fonts, Raster fonts, cursors, and printer device contexts (DCs).

The GWES module 212 also supports a window management component that provides API functions tailored for the smaller display sizes typical of  
30     embedded operating systems.

The operating environment of various embodiments of the invention is event-driven. GWES module includes components to handle events, which in one embodiment of the invention are implemented as messages.

Communications module 216 includes a variety of communications  
5 component options to support communications hardware. This includes serial, parallel, and network (wired and wireless) communications. Communications module 216 includes the following selectable communications features:

- Serial I/O support
- Networking support including:  
10
  - NDIS 4.0 for local area networking
  - PPP and SLIP for serial link and modem networking
  - Client-side Remote Access Server (RAS)
  - Internet protocols
  - Telephony API (TAPI)
  - 15
    - PC Card support
    - Infrared transceiver support

In one embodiment of the invention, an embedded systems designer must develop the OEM adaptation layer 208 to create the platform specific kernel  
20 module 214. The OEM Adaptation Layer (OAL) module 208 allows an embedded system developer to adapt the operating system for a specific target platform by creating a thin layer of code that resides between the kernel module 214 and the target platform hardware 202. The OAL module 208 is specific for a particular CPU and target platform.

25 The OAL module 208 includes interfaces such as the following:

- Interrupt service routine (ISR) handlers to support device drivers
- Real-time clock (RTC)
- 30 • Interval timer (used for the scheduler operation)

In one embodiment of the invention, the RTC and interval timer does not need to be adapted because it is provided on the CPU. In this case, these interfaces are implemented in the kernel module 214 rather than in the OAL 208.

In addition to managing such functions as timing and power, the primary purpose of the OAL is to expose the target platform's hardware 202 to the kernel module 214. That is, each hardware interrupt request line (IRQ) is associated with one interrupt service routine (ISR). When interrupts are enabled and an  
5 interrupt occurs, the kernel calls the registered ISR for that interrupt.

Built in drivers 206 are device drivers that are linked with GWES module 212 when building the operating system. Examples of such drivers are the notification LED driver or the battery driver. These drivers are called "built-in device drivers" because they ultimately form part of the same executable image  
10 as the rest of the operating system. Built-in device drivers each have a custom interface to the rest of operating system.

Device Manager module 210 is a module that handles installable device drivers. In one embodiment of the invention, The Device Manager 210 performs the following tasks:

- 15       • Initiates the loading of a driver at system start up, or when it receives a notification that a third-party peripheral has been attached to the target platform. For example, when a PC Card is inserted, Device Manager 210 will attempt to locate and load a device driver for that PC Card.
- 20       • Registers special filesystem entries with the kernel that map the Stream I/O Interface functions used by applications to the implementation of those functions in an installable device driver.
- Finds the appropriate device driver by obtaining a Plug and Play ID or by invoking a detection routine to find a driver that can handle the  
25       device.
- Loads and tracks drivers by reading and writing registry values.
- Unloads drivers when their devices are no longer needed. For example, Device Manager 210 will unload a PC Card device driver when the card is removed.

30       In one embodiment of the invention, Installable Device Drivers 204 exist as standalone DLLs (Dynamic Link Library) that are managed by the Device

Manager 210. Installable device drivers 204 support some types of native devices, any peripheral devices that can be connected to the target platform, and any special purpose devices that are added to the platform. This covers devices such as modems, printers, digital cameras, PC Cards (also known as PCMCIA cards), and others.

In one embodiment of the invention, installable device drivers 204 use a common interface by which their services are exposed to applications. This interface is the Stream I/O Interface.

A description of the relationships between components, modules and the APIs they expose to applications is presented with reference to FIG. 3. A module 308 is a major functional block of an operating environment such as operating system 200 of FIG. 2. Module 308 exposes an API 302 to applications such as application 226 of FIG. 2 that allows the application to interface and call methods or functions implemented by the module 308.

Modules may optionally include one or more components 306. Components 306 are groups of functions and data that provide capabilities on a smaller scale than modules 308. Like a module 308, a component 306 also exposes an API 304 that other applications, modules, and components may use to call methods or functions implemented by the component 306.

As can be seen from the discussion above, the various embodiments of the invention provide advantages over prior systems. One benefit is that the operating system is modular. This allows an embedded system designer to create an operating environment that is optimized for their unique hardware development platform and application. The developer can select varying combinations of the above-described modules and components for inclusion in the operating environment. For example, a developer can build an embedded operating system that contains the kernel and a selected set of communications but does not provide a graphical user interface. Thus, the invention is not limited to any particular combination of modules and components.

The various embodiments of the invention also provides a mechanism for developers to conserve the limited memory resources of a typical embedded system, because only those modules and components having APIs that are necessary for the operating environment need be included.

5

#### APIs in a Resource Limited System

The previous section presented a system level overview of modules and components included in a typical operating system for a system with limited resources. This section, along with the sub-sections that follow, present novel APIs and data structures related to the modules and components described  
10 above. The APIs detailed below are described in terms of the C/C++ programming language. However, the invention is not so limited, and the APIs may be defined and implemented in any programming language, as those of skill in the art will recognize. Furthermore, the names given to the API functions and parameters are meant to be descriptive of their function, however other names or  
15 identifiers could be associated with the functions and parameters, as will be apparent to those of skill in the art. Six sets of APIs and data structures will be presented: Handwriting Recognition APIs, Position and Navigation APIs, Speech related APIs, Out of Memory APIs, Database APIs and Active Synch Data Structures.

20

#### *1. Handwriting Recognition APIs*

A handwriting recognition component is available in the Add-On Technologies module 224 (FIG. 2). The handwriting recognition component implements a handwriting recognition engine. In one embodiment of the  
25 invention, the engine receives "ink" in the form of a plurality of strokes on a touch sensitive screen. The strokes are then sent from applications to the engine using a variety of APIs. The engine then attempts to interpret the strokes as alphanumeric characters. The interpreted characters are returned to the application via an API. In one embodiment of the invention, the characters are



interpreted as English language characters. In alternative embodiments of the invention, the characters are interpreted in other languages.

The handwriting recognition component is particularly useful in embedded systems that have a touch sensitive display, but no keyboard.

- 5 Applications that require alphanumeric input can use the characters received from the engine as if they had been typed at a keyboard.

Further details on the APIs used by applications that interface with a handwriting recognition engine are presented in the sub-section entitled "Detailed Description of a Handwriting Recognition API."

10

2. *Position and Navigation APIs and Data Structures*

- A Position and Navigation component is available in the Add-On Technologies module. The Position and Navigation component allows an application to interface with a positioning device (also referred to as a  
15 positioning and navigation device) such as an Apollo GPS system. Such an interface is useful when the embedded system is located in a mobile article such as an automobile or truck. In one embodiment of the invention, the embedded system is the AutoPC.

- Further details on the APIs for the Position and Navigation module are  
20 found in the sub-section entitled "Detailed Description of a Position and Navigation API." Also, further details on data structures used by the Position and Navigation Module and related APIs are found in the sub-section entitled "Detailed Description of Data Structures for a Position and Navigation System."

25 3. *Speech Related APIs*

The Add-On Technologies module contains several speech-related components that expose APIs for application use. These components include a text-to-speech component, a voice-to-text component, and a voice command component. In general, these components are intended for environments where

input and output devices are limited, and where a user's interaction with the embedded system is via speech. An example of such an environment is the AutoPC. Because the driver must use their hands in the operation of the automobile, interaction with the AutoPC is via a speech interface, where input  
5 commands are spoken by the user, and output from the PC is converted from text to speech.

Further details on the text-to-speech APIs are presented in the sub-section entitled "Detailed Description of a Speech-to-Text API." Further details on the voice command and speech to text APIs are presented in the sub-sections entitled  
10 "Detailed Description of a Voice Command API", "Detailed Description of Data Structures for a Voice Command API, and "Detailed Description of a Voice Command API for an AutoPC."

#### 4. *Out of Memory API*

15 The Out of Memory API is a component of the GWES module. This component allows an embedded system developer to replace the default action that occurs when the operating system detects that the system is running out of available memory in which to run applications or place data.

The Out of Memory component is significant to an operating system  
20 intended for limited resource environments, because the condition is more likely to occur in an embedded system than in a desk-top system. The API exposed provides a standardized way for the operating system to call customized software that meets the specific needs of an embedded system developer.

Further details on the out of memory API are presented in the sub-section  
25 entitled "Detailed Description of an Out-of-Memory API."

#### 5. *Database API*

As discussed above in reference to FIG. 2, the file system module 218 may optionally include a database component. The database component allows

applications to create and maintain databases as file system objects.

Applications make calls to various API functions that maintain the database.

These functions include functions that create new databases, open existing database, delete databases, seeks particular records in databases, read records

5 from databases and write records to databases. In addition, the Database API includes functions that navigate through a list of databases of a given type. Further details regarding the Database API are presented in the sub-section entitled "Detailed Description of a Database API."

10 6. *ActiveSync Data Structures*

ActiveSync is a component available in the Add-On Technologies module. The ActiveSync component provides a service that allows applications to compare two objects to determine if one of the objects needs to be updated in order for the objects to be "synchronized", that is, the same. Typically the

15 objects are file system objects containing application data. ActiveSync is particularly useful when applied to hand-held PCs. This is because the user often will update data maintained in a file system object on the hand-held PC, and then need to update a file on a desk-top PC so that the two files contain the same data. For example, hand-held PCs typically provide an application such as

20 a Personal Information Manager that maintains a database of information, including telephone numbers. If a user maintains a similar database of telephone numbers on both their hand-held PC and their desk-top PC, it is desirable that the two telephone directories reflect updates made to either the hand-held PC or desk-top PC database. ActiveSync allows a user to accomplish this.

25 In one embodiment of the invention, several data structures are employed that enable ActiveSync to correctly compare and perform updates to corresponding objects. The first data structure is the CONFINFO data structure. This data structure is used to retrieve information about two potentially conflicting items. In one embodiment of the invention, an ActiveSync Server

presents the information in the CONFINFO data structure to a user via a dialogue box to allow the user to choose an option for resolving the conflict. Further details regarding the CONFINFO data structure are presented in the sub-section entitled "Detailed Description of Data Structures for a Synchronization

5 API."

A second data structure used by the Active Synch component is the OBJNOTIFY structure. The OBJNOTIFY data structure is used to notify the ActiveSync service provider that an object in the file system has changed or been deleted. Further details regarding the OBJNOTIFY data structure are presented

10 in the sub-section entitled "Detailed Description of Data Structures for a Synchronization API."

**Detailed Description of Data Structures for a Synchronization API**

**Chapter 106****HREPLITEM**

5           The HREPLITEM structure is used as a handle to a data object stored by a client. It is used as a generic handle to refer to either HREPLOBJ or HREPLFLD.

10       Syntax       typedef struct \_REPLITEM FAR \*HREPLITEM;

At a Glance   Header file:               cesync.h  
                  Platforms:               H/PC  
                  Windows CE versions:   2.0 and later

15       Members     HREPLFLD  
                      Handle to a data object stored by a client.

**HREPLFLD**

20           The HREPLFLD structure is used as a handle to a folder stored by a client.

25       Syntax       typedef struct \_REPLFLD FAR \*HREPLFLD;

At a Glance   Header file:               cesync.h  
                  Platforms:               H/PC  
                  Windows CE versions:   2.0 and later

30       Members     HREPLFLD  
                      Handle to a folder stored by a client.

**HREPLOBJ**

35           The HREPLOBJ structure is used as a handle to an object stored by a client.

40       Syntax       typedef struct \_REPLOBJ FAR \*HREPLOBJ;

At a Glance   Header file:               cesync.h  
                  Platforms:               H/PC  
                  Windows CE versions:   2.0 and later

45       Members     HREPLITEM  
                      Handle to an object stored by clients.

**CONFINFO**

5           The CONFINFO structure is used to retrieve information about two conflicting items. The server presents this information to the user via a dialog box so the user can choose an option for resolving the conflict.

10           Syntax       typedef struct tagConflInfo{  
                          UINT            cbStruct;  
                          HREPLFLD       hFolder;  
                          HREPLITEM      hLocalItem;  
                          HREPLITEM      hRemoteItem;  
                          char            szLocalName[MAX\_OBJTYPE\_NAME];  
                          char            szLocalDesc[512];  
15                        char            szRemoteName[MAX\_OBJTYPE\_NAME];  
                          char            szRemoteDesc[512];  
                          } CONFINFO, \*PCONFINFO;

20           At a Glance   Header file:           cesync.h  
                          Platforms:           H/PC  
                          Windows CE versions: 2.0 and later

25           Members       cbStruct  
                          Size of this structure.  
                          hFolder  
                          Handle representing the folder where the objects are stored.  
                          hLocalItem  
                          Handle representing the local object.  
30                        hRemoteItem  
                          Handle representing the remote object.  
                          szLocalName  
                          Name of the local object client would like to show to the user.  
35                        szLocalDesc  
                          Description of the local object client would like to show to the user.  
                          szRemoteName  
                          Name of the remote object client would like to show to the user.  
40                        szRemoteDesc  
                          Description of the remote object client would like to show to the user.

See Also       IReplStore::GetConflictInfo

**OBJNOTIFY**

The OBJNOTIFY structure is used to notify the ActiveSync service provider that an object in the Windows CE file system has changed or been deleted.

```

5
typedef struct tagObjNotify{
    UINT          cbStruct;
    OBJTYPE_NAME  szObjType[MAX_OBJTYPE_NAME];
10
    UINT          uFlags;
    UINT          uPartnerBit;
    CEOID         oidObject;
    CEOIDINFO     oidInfo;
    UINT          cOidChg;
15
    UINT          cOidDel;
    UINT          *poid
} OBJNOTIFY, *POBJNOTIFY;

```

At a Glance    Header file:            cesync.h  
20               Platforms:            H/PC  
                 Windows CE versions:    2.0 and later

Members        cbStruct  
                 Input. Size of the structure in bytes.  
25               SzObjType  
                 Input, the object type name.  
                 uFlags  
                 Input Flags.  
                 ONF\_FILE  
30                   the object is a file.  
                 ONF\_DIRECTORY  
                 the object is a directory.  
                 ONF\_DATABASE  
                 the object is a database.  
35               ONF\_RECORD  
                 the object is a record.  
                 ONF\_CHANGED  
                 set if the file system object is changed.  
                 ONF\_DELETED  
40                   set if the file system object is deleted.  
                 ONF\_CLEAR\_CHANGE  
                 client should clear the change bit for the object  
                 whose object identifier is pointed at by *poid*.  
                 ONF\_CALL\_BACK  
45                   output. Client asks server to call ObjectNotify two  
                 seconds later.  
                 ONF\_CALLING\_BACK  
                 set if this call is a result of ONF\_CALL\_BACK  
                 being set earlier.



	<b>uPartnerBit</b>	Input. It is 1 if the desktop currently connected is partner #1, and it is 2 if the desktop is partner #2.
5	<b>oidObject</b>	Input. This is the OID of the file system object, representing a file, a database, or a database record.
	<b>OidInfo</b>	Input. Stores information about the object (if the object has not been deleted).
10	<b>cOidChg</b>	Output. When ONF_CHANGED is set, this is the number of oid's that should be replicated. Set to 0 if no object should be replicated because of this change.
15		When both ONF_CHANGED and ONF_DELETED are not set, this is the number of oid's in the first part of the list for objects that are changed.
20	<b>cOidDel</b>	Output. When ONF_DELETED is set, this is the number of deleted oids that should be replicated. Set to 0 if no object should be replicated because of this delete.
25		When both ONF_CHANGED and ONF_DELETED are not set, this is the number of oids in the later part of the list for objects that are not changed.
30	<b>poid</b>	Output. Points to an array of oid's that should be marked as needs to be replicated first cOidChg elements are for the changed objects, the last cOidDel elements are for the deleted objects Note that, memory pointed to by this pointer is owned by the ActiveSync service provider. It will not be freed by replication.
35	<b>Remarks</b>	This structure is passed to the ObjectNotify function to inform the provider that an event that changes or deletes an object in the Windows CE file system has occurred. The provider should return, via this structure, how many replication objects have changed or been deleted because of this change or deletion to a file system object.
40		When ONF_CHANGED is set, cOidChg is the number of object id's in the list that should be synchronized (cOidDel is not used).
45		When ONF_DELETED is set, cOidDel is the number of deleted object id's in the list that should by synchronized (cOidChg is not used).
	<b>See Also</b>	ObjectNotify

**OBJUIDATA**

The OBJUIDATA structure is used by  
IReplStore::GetObjTypeUIData to send UI related data about an  
object type to the Store.

5

## Syntax

```
typedef struct tagObjUIData {
    UINT          cbStruct;
    HICON         hIconLarge;
    HICON         hIconSmall;
    char          szName[MAX_PATH];
    char          szSyncText[MAX_PATH];
    char          szTypeText[80];
    char          szP1TypeText[80];
} OBJUIDATA, *POBJUIDATA;
```

10

15

## At a Glance

Header file:               cesync.h  
Platforms:                H/PC  
Windows CE versions:     2.0 and later

20

## Members

**cbStruct**  
The size of this structure.

**hIconLarge**  
The handle of a large icon used in the list view display of  
the H/PC Explorer.

**hIconSmall**  
The handle of a small icon used in the list view display of  
the H/PC Explorer.

**szName**  
Text displayed in the "Name" column of the H/PC  
Explorer.

**szSyncText**  
Text displayed in the "Sync Copy In" column of the H/PC  
Explorer.

**szTypeText**  
Text displayed in the "Type" column of the H/PC  
Explorer.

**szP1TypeText**  
Plural form of text displayed in the "Type" column of the  
H/PC Explorer.

25

30

35

40

## See Also

IReplStore::GetObjTypeUIData

**REPLSETUP**

The REPLSETUP structure is used to initiate the object handler.

5	Syntax	typedef struct tagReplSetup {
		UINT        cbStruct;
		BOOL        fRead;
		DWORD      dwFlags;
		HRESULT     hr;
10		TCHAR      szObjType[MAX_OBJTYPE_NAME];
		IReplNotify *pNotify;
		DWORD      oid;
		DWORD      oidNew;
		IReplStore  *pStore;
15		HREPLFLD   hFolder;
		HREPLITEM  hItem;
		} REPLSETUP, *PREPLSETUP;
20	At a Glance	Header file:          cesync.h
		Platforms:           H/PC
		Windows CE versions:  2.0 and later
	Members	cbStruct
		Input. Size of this structure.
25		fRead
		Input. TRUE if setting up for reading (serializing) the object. FALSE if setting up for writing (deserializing) the object.
		dwFlags
30		Reserved by replication.
		Hr
		Output. Result of the read/write operation.
		szObjType
		Input. Name of the object type.
35		pNotify
		Input. Pointer to IReplNotify::IUnknown interface.
		Oid
		Input. Object ID of the object.
		oidNew
40		Output. Object ID of the new object. This is different from the oid if a new object was created during writing.
		pStore
		Input. Exists in desktop only. Points to IReplStore interface. This is unused for device side use.
45		hFolder
		Input. Exists in desktop only. Handle of the folder. This is unused for device side use.

hItem

Input or Output. Exists in desktop only. Handle of the object to be read or written. This is unused for device side use.

5

See Also IReplObjHandler::Setup

## STOREINFO

10

The STOREINFO structure is used to identify an instance of the store.

Syntax

15

```
typedef struct tagStoreInfo {
    UINT      cbStruct;
    UINT      uFlags;
    TCHAR     szProgId[256];
    TCHAR     szStoreDesc[200];
    UINT      uTimerRes;
    20      UINT      cbMaxStoreId;
    UINT      cbStoreId;
    LPBYTE    lpbStoreId;
} STOREINFO, *PSTOREINFO;
```

25

At a Glance

Header file: cesync.h  
 Platforms: H/PC  
 Windows CE versions: 2.0 and later

Members

30

cbStruct

Size of this structure.

uFlags

Output. Combination of the following flags:

SCF\_SINGLE\_THREAD

Set if the implementation only supports single thread operation.

35

SCF\_SIMULATE\_RTS

Set if the implementation wants to simulate detection of real-time change/deletes.

szProgId

Output. ProgID name of the store object.

szStoreDesc

Output. Description of the store, will be displayed to the user.

uTimerRes

45

Input/Output. Resolution of timer in microseconds. 5000 by default. Applicable only when SCF\_SIMULATE\_RTS is set in uFlags.

	<b>cbMaxStoreId</b>	Input. Max. size of the store ID that can be stored in buffer pointed to by <i>lpbStoreId</i> .
5	<b>cbStoreId</b>	Output. Actual size of the store ID stored in buffer pointed to by <i>lpbStoreId</i> .
10	<b>lpbStoreId</b>	Output pointer to a buffer of anything that uniquely identifies the current store instance, for example, a schedule file.
15	<b>Remarks</b>	Note that calls to the <i>IReplStore</i> interface methods can come from different threads. If the client does not support multi-threading, it must set <i>fSingleThreadOnly</i> to FALSE, so the server will serialize the calls to the methods and make them all come from the primary thread of the application. <i>szStoreDesc</i> can have a value such as "Schedule+File". It is displayed to the user whenever the store ID indicates a different store, such as a different Schedule+file, has been installed.
20	<b>See Also</b>	<i>IReplStore::GetStoreInfo</i>

**DEVINFO**

25 The DEVINFO structure is used to store information about a device.

```

30 typedef struct tagDevInfo {
        DWORD    pid;
        char      szName[MAX_PATH];
        char      szType[80];
        char      szPath[MAX_PATH]
    } DEVINFO, *PDEVINFO;

```

35 **At a Glance** Header file:  
Platforms:  
Windows CE versions:

40 **Members** *pid*  
Device identifier.  
*szName*  
Device name.  
*szType*  
45 Device type.  
*szPath*  
Device path.

**OBJTYPEINFO**

The OBJTYPEINFO structure is used to store information about an object type.

5		typedef struct tagOBJTypeInfo {
		UINT                cbStruct;
		OBJTYPENAMEW      szObjType;
		UINT                uFlags;
10		WCHAR              szName[80]
		UINT                cObjects;
		UNIT                cbAllObj;
		FILETIME           ftLastModified
15		} OBJTYPEINFO, *POBJTYPEINFO;
	At a Glance	Header file:
		Platforms:
		Windows CE versions:
20	Members	cbStruct
		Input. The size of the structure in bytes.
		szObjtype
		Input. The object type name.
		uFlags
25		Reserved.
		szName
		Output. The name of a file system object storing all these objects.
		cObjects
30		Output. The number of existing objects of this type.
		cbAllObj
		Output. The total number of bytes used to store existing objects.
		ftLastModified
35		Output. The last time any object was modified.

**Detailed Description of a Synchronization API**

## Chapter 8

## IReplNotify : IUnknown

- 5 An ActiveSync service manager implements the IReplNotify:Notify interface, which can be used by an ActiveSync service provider to notify the ActiveSync service manager of certain events taking place in the ActiveSync service provider's store.

10

At a Glance Header file: Cesync.h  
 Platforms: H/PC  
 Windows CE versions: 2.0 and later

Methods	Description
IReplNotify::GetWindow	Obtains a handle to the window that must be used as a parent for any modal dialog or message box that an ActiveSync service provider wants to display.
IReplNotify::OnItemCompleted	Used internally by the ActiveSync service manager. An ActiveSync service provider should not call this explicitly.
IReplNotify::OnItemNotify	Notifies the ActiveSync service manager that an item has been created, deleted, or modified.
IReplNotify::QueryDevice	Used to ask for information about a device.
IReplNotify::SetStatusText	Sets the text to be displayed on the Explorer Window status control.
IUnknown::AddRef	Increments the reference count for an interface on an object. It should be called for every new copy of a pointer to an interface on a specified object.
IUnknown::QueryInterface	Returns a pointer to a specified interface on an object to which a client currently holds an interface pointer. This method must call IUnknown::AddRef on the pointer it returns.



---

IUnknown::Release	Decrements the reference count for the calling interface on an object. If the reference count on the object falls to 0, the object is freed from memory.
-------------------	--

---

Remarks      The IReplNotify : IUnknown interface is implemented and exposed by the ActiveSync service manager. If the store is capable of detecting changes and deletions to the objects as they occur, an ActiveSync service provider should use the interface to notify the ActiveSync service manager of these changes and deletions. This is more efficient than enumerating the changes and comparing time stamps.

#### IReplNotify::GetWindow

The IReplNotify::GetWindow method obtains a handle to the window that must be used as a parent for any modal dialog or message box that an ActiveSync service provider wants to display.

Syntax      HRESULT GetWindow(  
              UINT *uFlags*  
              );

At a Glance    Header file:            Cesync.h  
                 Platforms:            H/PC  
                 Windows CE versions:    2.0 and later

Parameters    *uFlags*  
                 Reserved; always 0.

See Also      IReplNotify

#### IReplNotify::OnItemCompleted

The IReplNotify::OnItemCompleted method is used internally by the ActiveSync service manager. An ActiveSync service provider should never call this method explicitly.

Syntax      HRESULT OnObjectCompleted(  
              PREPLSETUP *pSetup*  
              );

At a Glance    Header file:                    Cesync.h  
                  Platforms:                    H/PC  
                  Windows CE versions:        2.0 and later

5    Parameters    *pSetup*  
    Pointer to a REPLSETUP structure.

See Also        IReplNotify

10

### **IReplNotify::OnItemNotify**

15                                    The IReplNotify::OnItemNotify method notifies the ActiveSync service manager that an object has been created, deleted, or modified.

                 Syntax            HRESULT OnItemNotify(  
                                       UINT *uCode*,  
                                       LPSTR *lpszProgl*,  
 20                                    LPSTR *lpszObjType*,  
                                       HREPLITEM *hItem*,  
                                       ULONG *ulFlags*  
                                       );

25    At a Glance    Header file:                    Cesync.h  
    Platforms:                    H/PC  
    Windows CE versions:        2.0 and later

                 Parameters    *uCode*  
 30                                    Code that describes what happened. Possible values include the following:  
                                       RNC\_CREATED  
    Object was created.  
                                       RNC\_MODIFIED  
 35                                    Object was modified.  
                                       RNC\_DELETED  
    Object was deleted.  
                                       RNC\_SHUTDOWN  
 40                                    The store has been shut down. Windows CE Services should unload the module immediately.  
                                       *lpszProgl*  
    Programmatic identifier of the store.  
                                       *lpszObjType*  
    Name of the object type.  
 45                                    *hItem*  
    Handle of the concerned item.  
                                       *ulFlags*  
    Reserved.

Remarks

If the store is capable of detecting changes and deletions as they occur, an ActiveSync service provider should call the IReplNotify::OnItemNotify method immediately after any changes or deletions are detected.

See Also

IReplNotify

IReplNotify::QueryDevice

The IReplNotify::QueryDevice method is used to ask for information about a device.

Syntax

```
void QueryDevice(
    UINT uCode,
    LPVOID *ppvData
);
```

At a Glance

Header file:

Cesync.h

Platforms:

H/PC

Windows CE versions:

2.0 and later

Parameters

*uCode*

Input parameter. Possible values include the following:

QDC\_SEL\_DEVICE

Requests information for the selected device. In this case, *\*ppvData* points to the DEVINFO structure containing the information for the device.

QDC\_CON\_DEVICE

Requests information for the connected device. In this case, *\*ppvData* points to the DEVINFO structure containing the information for the device.

QDC\_SEL\_DEVICE\_KEY

Gets a registry key that can be used to store selected device-specific settings. In this case, *\*ppvData* points to HKEY. The caller must close the registry key when its usage is over.

QDC\_CON\_DEVICE\_KEY

Gets a registry key that can be used to store connected device-specific settings. In this case, *\*ppvData* points to HKEY. The caller must close the registry key when its usage is over.

*ppvData*

Output parameter. Depending on *uCode*, this can point either to a DEVINFO structure or HKEY.

**IReplNotify::SetStatusText**

The IReplNotify::SetStatusText method sets the text to be displayed on the Explorer Window status control.

- 5                   Syntax       HRESULT SetStatusText (  
                                  LPSTR *lpzText*  
                                  );
- 10    At a Glance   Header file:               Cesync.h  
                          Platforms:            H/PC  
                          Windows CE versions: 2.0 and later
- 15    Parameters    *lpzText*  
                          Pointer to a status text string.
- 20    Remarks       Status messages should be advisory only. Use modal dialog  
                          boxes or message boxes for information that requires user  
                          intervention.
- 20    See Also       IReplNotify

**IReplObjHandler : IUnknown**

- 25                   The IReplObjHandler : IUnknown interface implements all  
                          required functions related to the serialization and deserialization  
                          of an object.

- 30    At a Glance   Header file:               Cesync.h  
                          Platforms:            H/PC  
                          Windows CE versions: 2.0 and later

Methods	Description
IReplObjHandler::DeleteObj	Informs the ActiveSync service provider that an object should be deleted.
IReplObjHandler::GetPacket	ActiveSync service provider implements this method to deserialize an object into one or more packets. These packets are sent between the Windows CE-based device and the desktop computer by the ActiveSync service provider.
IReplObjHandler::Reset	Resets the ActiveSync service provider so all the resources

---

	that the ActiveSync service provider used during the serialization or deserialization are freed.
IReplObjHandler::SetPacket	ActiveSync service provider implements this method to serialize one or more packets into an object. These packets are guaranteed to be in the same order as when they are sent.
IReplObjHandler::Setup	Sets up the ActiveSync service provider so it is ready to serialize or deserialize an object.
IUnknown::AddRef	Increments the reference count for an interface on an object. It should be called for every new copy of a pointer to an interface on a specified object.
IUnknown::QueryInterface	Returns a pointer to a specified interface on an object to which a client currently holds an interface pointer. This method must call IUnknown::AddRef on the pointer it returns.
IUnknown::Release	Decrements the reference count for the calling interface on an object. If the reference count on the object falls to 0, the object is freed from memory.

---

Remarks	The IReplObjHandler : IUnknown interface encapsulates all functions needed to serialize or deserialize the objects. Any object can be deserialized into one or more data packets of any size. An ActiveSync service provider determines the number of packets and their sizes. These packets are exchanged between the Windows CE-based device and the desktop computer. The receiver of these packets is guaranteed to receive them in the exact same order as they are sent and the receiver can then serialize these packets back into an object.
5	
10	

**· IReplObjHandler::DeleteObj**

The IReplObjHandler::DeleteObj method informs the ActiveSync service provider that an object should be deleted.

5

Syntax      HRESULT DeleteObj(  
                     PREPLSETUP *pSetup*  
                     );

10

At a Glance    Header file:                    Cesync.h  
                 Platforms:                    H/PC  
                 Windows CE versions:        2.0 and later

15

Parameters     *Setup*  
                 Pointer to a REPLSETUP structure.

Return Values NOERROR  
                 The operation was successful.

20

Remarks        The IReplObjHandler::DeleteObj method is called whenever the ActiveSync service manager determines that an object needs to be deleted. Note that Setup and Reset are not called before and after this method. The ActiveSync service provider should delete the object specified in the given REPLSETUP structure.

25

See Also        IReplObjHandler

**IReplObjHandler::GetPacket**

30

The ActiveSync service provider implements IReplObjHandler::GetPacket to deserialize an object into one or more packets. These packets are sent between the Windows CE-based device and the desktop computer by the ActiveSync service provider.

35

Syntax        HRESULT GetPacket(  
                 LPBYTE *\*lppbData*,  
                 DWORD *\*pcbData*,  
40                DWORD *cbRecommend*  
                 );

40

At a Glance    Header file:                    Cesync.h  
                 Platforms:                    H/PC  
45                Windows CE versions:        2.0 and later

45

Parameters     *lppbData*  
                 Pointer to a pointer of the outgoing packet.

		<i>pcbData</i>	Pointer to a DWORD for the packet size.
		<i>cbRecommend</i>	Recommended maximum size of the packet.
5			
	Return Values	NOERROR	The operation successfully created one packet.
		RERR_BAD_OBJECT	The operation failed to create one object. If the receiver does receive some of the earlier packets, they should be discarded.
10		RWRN_LAST_PACKET	A packet was successfully created, and it is the last one for the object.
15	Remarks		During a deserialization of an object, the ActiveSync service manager calls the <code>IReplObjHandler::GetPacket</code> method continuously until <code>RWRN_LAST_PACKET</code> or an error value is returned. The ActiveSync service provider determines how many packets are to be sent and the sizes of each packet. For efficiency, a packet size is recommended to be less than 8,000 bytes in size.
20			
25			Allocation and deallocation of memory for the packet is the responsibility of the ActiveSync service provider. An ActiveSync service provider sets <i>lppbData</i> to that pointer and sets <i>pcbData</i> with the packet size. Typically, an ActiveSync service provider allocates a piece of memory of a known size in <code>IReplObjHandler::Setup</code> and frees it in <code>IReplObjHandler::Reset</code> .
30	See Also	<code>IReplObjHandler::SetPacket</code>	
		<b><code>IReplObjHandler::Reset</code></b>	
35			The <code>IReplObjHandler::Reset</code> method prompts the ActiveSync service provider to reset or free any resources used during the serialization or deserialization of an object.
40	Syntax	<code>HRESULT Reset( PREPLSETUP <i>pSetup</i> );</code>	
45	At a Glance	Header file: <code>Cesync.h</code> Platforms: <code>H/PC</code> Windows CE versions: <code>2.0 and later</code>	
	Parameters	<i>pSetup</i>	Pointer to a <code>REPLSETUP</code> structure.

Return Values NOERROR  
The operation was successful.

5     Remarks     The IReplObjHandler::Reset method is called once per object.  
See Also     IReplObjHandler::Setup

## 10     IReplObjHandler::SetPacket

The ActiveSync service provider implements SetPacket to serialize one or more packets into an object. These packets are guaranteed to be in the same order as when they are sent.

15     Syntax     HRESULT SetPacket(  
LPBYTE *lpbData*,  
DWORD *cbData*  
);

20     At a Glance     Header file:             Cesync.h  
                          Platforms:            H/PC  
                          Windows CE versions: 2.0 and later

25     Parameters     *lpbData*  
                          Pointer to the incoming packet.  
                          *cbData*  
                          Stores the packet size.

30     Return Values NOERROR  
                          The packet was successfully used to deserialize the object.  
                          RERR\_SKIP\_ALL  
                          Failed to apply the packet toward the object; skip all  
                          remaining packets for the object.

35     Remarks     The IReplObjHandler::SetPacket method is called continuously until the last packet is received. These packets are guaranteed to be received in the same number and order as they are created by IReplObjHandler::GetPacket.

40     See Also     IReplObjHandler::GetPacket

## 45     IReplObjHandler::Setup

The IReplObjHandler::Setup method sets up the ActiveSync service provider so it is ready to serialize or deserialize an object.



- Syntax      HRESULT Setup (  
              PREPLSETUP *pSetup*  
              );
- 5    At a Glance    Header file:                    Cesync.h  
                    Platforms:                    H/PC  
                    Windows CE versions:        2.0 and later
- 10   Parameters    *pSetup*  
                    Pointer to a REPLSETUP structure, which contains  
                    information about the object to be serialized or  
                    deserialized.
- 15   Remarks        The IReplObjHandler::Setup method is called once per object.  
                    Necessary data is stored in the passed REPLSETUP structure.
- See Also        REPLSETUP

## 20    IReplStore : IUnknown

The IReplStore : IUnknown interface implements all required functions related to the store.

- 25   At a Glance    Header file:                    Cesync.h  
                    Platforms:                    H/PC  
                    Windows CE versions:        2.0 and later

IReplStore Methods	Description
IReplStore::ActivateDialog	Activates an ActiveSync service provider-specific dialog box.
IReplStore::BytesToObject	Converts an array of bytes to a HREPLOBJ, which can be either a HREPLITEM or HREPLFLD, when loading.
IReplStore::CompareItem	Compares the specified handles using entry identifiers, such as file names or record numbers.
IReplStore::CompareStoreIDs	Compares two store identifiers to determine if they are equal.
IReplStore::CopyObject	Copies one HREPLOBJ, which can be either a HREPLITEM or HREPLFLD, over to another.

---

IReplStore::FindFirstItem	Returns a new HREPLITEM of the first object in the given folder, if there's any.
IReplStore::FindItemClose	Completes the Find operation in the given folder.
IReplStore::FindNextItem	Returns a new HREPLITEM of the next object in the given folder, if there's any.
IReplStore::FreeObject	Frees the specified HREPLOBJ handle.
IReplStore::GetConflictInfo	Gets information about two conflicting objects.
IReplStore::GetFolderInfo	Returns a HREPLFLD for folder, given the object type name. Also returns a pointer to the IReplObjHandler of the given object type.
IReplStore::GetObjTypeUIData	Sends user interface (UI)-related data about an object type to the ActiveSync service manager.
IReplStore::GetStoreInfo	Gets information about the current store instance.
IReplStore::Initialize	Initializes the ActiveSync service provider.
IReplStore::IsFolderChanged	Determines if any object in a specified folder has been changed since the method was last called.
IReplStore::IsItemChanged	Determines if the item has changed.
IReplStore::IsItemReplicated	Determines if the item should be replicated using ActiveSync service provider-defined rules.
IReplStore::IsValidObject	Determines if the specified handles are valid.
IReplStore::ObjectToBytes	Converts the HREPLOBJ, which can be either a HREPLITEM or HREPLFLD, to an array of bytes when saving.
IReplStore::RemoveDuplicates	Finds and removes duplicated objects from the store.
IReplStore::ReportStatus	ActiveSync service manager is reporting to the store about the status of the synchronization.

---

IReplStore::UpdateItem	Updates the object's time stamp, change number, and other information that is stored in the specified handle.
IUnknown::AddRef	Increments the reference count for an interface on an object. It should be called for every new copy of a pointer to an interface on a specified object.
IUnknown::QueryInterface	Returns a pointer to a specified interface on an object to which a client currently holds an interface pointer. This method must call IUnknown::AddRef on the pointer it returns.
IUnknown::Release	Decrements the reference count for the calling interface on an object. If the reference count on the object falls to 0, the object is freed from memory.

Remarks The IReplStore : IUnknown interface encapsulates all functions needed to access the objects in the store. A handle of type HREPLITEM identifies each object in the store.

5

#### IReplStore::ActivateDialog

10 The IReplStore::ActivateDialog method activates an ActiveSync service provider-specific dialog box.

Syntax  
15 HRESULT ActivateDialog(  
UINT *uDlg*,  
HWND *hwndParent*,  
HREPLFLD *hFolder*,  
IEnumReplItem \* *penum*  
);

20 At a Glance Header file: Cesync.h  
Platforms: H/PC  
Windows CE versions: 2.0 and later

Parameters  
25 *uDlg*  
Identifies the dialog box to be activated.

*hwndParent*

Handle to the window that should be used as parent for the dialog box.

*hFolder*

5 Handle to a folder.

*penum*

Pointer to an enumerator of HREPLITEM for objects stored in the folder.

10 Return Values NOERROR

User selected OK to save the changes made.

RERR\_CANCEL

User selected CANCEL to ignore the changes made.

RERR\_SHUT\_DOWN

15 User selected OK to save the changes made. The ActiveSync service manager must be closed now because of these changes.

RERR\_UNLOAD

20 User selected OK to save the changes made. Replication modules must be unloaded so the change can take effect.

E\_NOTIMPL

The requested dialog box is not implemented.

25 Remarks The IReplStore::ActivateDialog method is used to activate dialog boxes options for each object type. ReplDialogs contains the list of dialog boxes that can be activated. An ActiveSync service provider can return E\_NOTIMPL if it does not implement a particular dialog box. An enumerator of the HREPLITEM contained in the specified folder is passed in. The ActiveSync service provider should use this enumerator to enumerate all items in the folder.

30

See Also IReplStore

35

**IReplStore::BytesToObject**

40 The IReplStore::BytesToObject method converts an array of bytes to an HREPLOBJ, which can be HREPLITEM or HREPLFLD, when loading.

Syntax HREPLOBJ BytesToObject(  
LPBYTE *lpb*,  
UINT *cb*  
45 );

45

At a Glance Header file: Cesync.h  
Platforms: H/PC  
Windows CE versions: 2.0 and later

	Parameters	<i>lbp</i>	Pointer to a buffer where the array of bytes should be stored. This parameter can be NULL.
5		<i>cb</i>	Size of the buffer.
	Remarks	The IReplStore::BytesToObject method is used to convert a series of bytes into an item or folder handle. BytesToObject returns the new handle.	
10	See Also	IReplStore::ObjectToBytes	
15	<b>IReplStore::CompareItem</b>		
		The IReplStore::CompareItem method compares the specified handles using entry identifiers, such as file names or record numbers.	
20	Syntax	<pre>int CompareItem( HREPLITEM <i>hItem1</i>, HREPLITEM <i>hItem2</i> );</pre>	
25	At a Glance	Header file:	Cesync.h
		Platforms:	H/PC
		Windows CE versions:	2.0 and later
30	Parameters	<i>hItem1</i>	Handle to the first object. The ActiveSync service manager guarantees this handle is one of those returned by FindFirstItem or FindNextItem.
		<i>hItem2</i>	Handle to the second object. The ActiveSync service manager guarantees this handle is one of those returned by FindFirstItem or FindNextItem.
35			
	Return Values	0	These two handles represent the same object.
40		1	The first object is bigger than the second object.
		-1	The first object is smaller than the second object.
45	See Also	HREPLITEM, IReplStore::IsItemChanged	

**IRepIStore::CompareStoreIDs**

- 5                   The IRepIStore::CompareStoreIDs method compares two store identifiers to determine if they are equal.
- Syntax       HRESULT CompareStoreIDs(  
                  LPBYTE *lpbID1*,  
                  UINT *cbID1*,  
10                LPBYTE *lpbID2*,  
                  UINT *cbID2*  
                  );
- At a Glance   Header file:           Cesync.h  
15                Platforms:            H/PC  
                  Windows CE versions: 2.0 and later
- Parameters    *lpbID1*  
                  Pointer to the first store identifier.  
20                *cbID1*  
                  Size of the first store identifier.  
                  *lpbID2*  
                  Pointer to the second store identifier.  
                  *cbID2*  
25                Size of the second store identifier.
- Return Values 0                   These store identifiers represent the same store.  
                  1                   The first store is bigger than the second store.  
30                -1                   The first store is smaller than the second store.
- Remarks       Replication calls the IRepIStore::CompareStoreIDs method  
35                   whenever it needs to know if the current store is different than the  
                  one it last replicated with. The store identifiers passed are always  
                  obtained from the STOREINFO structure set by the  
                  IRepIStore::GetStoreInfo method.
- 40    See Also     IRepIStore::GetStoreInfo, STOREINFO

**IRepIStore::CopyObject**

- 45                   The IRepIStore::CopyObject method copies one HREPLOBJ,  
                  which can be either a HREPLITEM or HREPLFLD, over to  
                  another.

- 5      Syntax      `BOOL CopyObject(  
                  HREPLOBJ hObjSrc,  
                  HREPLOBJ hObjDst  
                  );`
- At a Glance      Header file:                      Cesync.h  
                  Platforms:                      H/PC  
                  Windows CE versions:          2.0 and later
- 10    Parameters    *hObjSrc*  
                                Handle to the source.  
                  *hObjDst*  
                                Handle to the destination.
- 15    Return Values TRUE  
                                The operation was successful.  
                  FALSE  
                                The operation failed. A possible reason is that the two  
                                handles are of different types or of different sizes.
- 20    Remarks      The IReplStore::CopyObject method is used to copy the contents  
                                of a specified handle to another. Any resource allocated in the  
                                source must be freed before they are overwritten, and any  
                                resource in the destination should be reset so it is not freed after  
25                    the assignment to the source. CopyObject is always called when  
                                the ActiveSync service manager detects that an object has been  
                                modified since the last replication and its contents must therefore  
                                be updated from the modified handle returned by the ActiveSync  
                                service provider from FindNextItem or FindNextItem.
- 30    See Also      IReplStore
- 35    **IReplStore::FindFirstItem**  
                                The IReplStore::FindFirstItem method returns a new handle to the  
                                first object in a specified folder, if there is any.
- 40    Syntax      `HRESULT FindFirstItem(  
                  HREPLFLD hFolder,  
                  HREPLITEM *phItem,  
                  BOOL *pfExist  
                  );`
- 45    At a Glance      Header file:                      Cesync.h  
                                Platforms:                      H/PC  
                                Windows CE versions:          2.0 and later

Parameters

hFolder

Handler to a folder.

phItem

Output pointer to a handle of the first object in the folder.

pfExist

Output pointer to a Boolean value that is set to TRUE if there is an object in the folder.

Return Values

E\_FAIL

There are problems with the enumeration. Replication should ignore the folder.

NOERROR

A new HREPLITEM was created for the first object in the folder and its pointer has been returned.

Remarks

The IReplStore::FindFirstItem method works together with FindNextItem and FindItemClose to enumerate all items in a specified folder. FindFirstItem and FindNextItem are the only methods in IReplStore that can create HREPLITEM for the items. All HREPLITEM structures passed by the ActiveSync service manager are guaranteed to be originally created from these two methods. It is possible that, before FindItemClose is called, a different thread calls methods like DeleteObject that write to the store. Therefore, it is important for the ActiveSync service provider to have some sort of thread synchronization between this method and the methods that write to the store. A typical ActiveSync service provider would use critical section to make sure that, during the time between calls to FindFirstItem and FindItemClose, no write to the store is permitted.

See Also

HREPLITEM, IReplStore::FindItemClose, IReplStore::FindNextItem

IReplStore::FindItemClose

The IReplStore::FindItemClose method completes the folder enumeration.

Syntax

HRESULT FindItemClose(

HREPLFLD hFolder

);

At a Glance

Header file:

Cesync.h

Platforms:

H/PC

Windows CE versions:

2.0 and later



Parameters *hFolder*

Handle for the folder being enumerated.

Return Values NOERROR

5 The operation was successful.

Remarks The IReplStore::FindItemClose method works with FindFirstItem and FindNextItem to enumerate all items in a specified folder. An ActiveSync service provider can do whatever it needs to complete the enumeration, for example, free memory and delete temporary objects.

10

See Also HREPLITEM, IReplStore::FindFirstItem, IReplStore::FindNextItem

15

### IReplStore::FindNextItem

20 The IReplStore::FindNextItem method returns a new item handle to the next object in a specified folder, if there is any.

Syntax HRESULT FindNextItem(  
HREPLFLDF *hFolder*,  
HREPLITEM \**phItem*  
25 BOOL \**pfExist*  
);

25

At a Glance Header file: Cesync.h  
Platforms: H/PC  
30 Windows CE versions: 2.0 and later

30

Parameters *hFolder*

Handle to a folder.

*phItem*

35

Output pointer to a handle of the next object in the folder.

*pfExist*

Output pointer to a Boolean value that is set to TRUE if there is an object in the folder.

40 Return Values E\_FAIL

There are problems with the enumeration. Replication should ignore the folder.

NOERROR

45

A new HREPLITEM was created for the next object in the folder and its pointer has been returned.

Remarks The IReplStore::FindNextItem method works with FindFirstItem and FindItemClose to enumerate all items in a specified folder. FindNextItem and FindFirstItem are the only methods in

IReplStore that can create HREPLITEM structures for the objects. All HREPLITEM structures passed by the ActiveSync service manager are guaranteed to be originally created from these two methods.

5

See Also HREPLITEM, IReplStore::FindFirstItem,  
IReplStore::FindItemClose

## 10 IReplStore::FreeObject

The IReplStore::FreeObject method frees the specified HREPLOBJ handle.

15 Syntax void FreeObject(  
HREPLOBJ *hObject*  
);

20 At a Glance Header file: Cesync.h  
Platforms: H/PC  
Windows CE versions: 2.0 and later

Parameters *hObject*  
25 Pointer to the handle of an object whose contents need to  
be freed.

Return Values None.

30 Remarks The IReplStore::FreeObject method is used to free any memory  
pointers or delete any temporary objects that might have been  
created during the life of the handle and must be freed when the  
handle dies. This handle could either be an HREPLITEM or  
HREPLFLD structure.

35 See Also IReplStore

## 40 IReplStore::GetConflictInfo

The IReplStore::GetConflictInfo method gets information about  
two conflicting objects.

45 Syntax HRESULT GetConflictInfo(  
PCONFINFO *pConfInfo*  
);

	At a Glance	Header file: Cesync.h
		Platforms: H/PC
		Windows CE versions: 2.0 and later
5	Parameters	<i>pConfInfo</i>
		Pointer to the CONFINFO structure.
	Return Values	NOERROR
		Information was retrieved successfully.
10		RERR_IGNORE
		This conflict should be ignored. The objects are identical.
	See Also	IReplStore
15		
	<b>IReplStore::GetFolderInfo</b>	
		The IReplStore::GetFolderInfo method creates a new
		HREPLFLD of a folder for the specified object type name and
20		returns a pointer to the IReplObjHandler interface that is used to
		serialize and deserialize all items in this folder.
	Syntax	HRESULT GetFolderInfo(
		LPSTR <i>lpszName</i> ,
25		HREPLFLD * <i>phFolder</i> ,
		IUnknown ** <i>ppObjHandler</i>
		);
	At a Glance	Header file: Cesync.h
30		Platforms: H/PC
		Windows CE versions: 2.0 and later
	Parameters	<i>lpszName</i>
		Name of the object type as taken from the registry.
35		<i>phFolder</i>
		Output pointer to the handle of the folder.
		<i>ppObjHandler</i>
		Output pointer to a pointer to the IReplObjHandler
		interface.
40		
	Return Values	NOERROR
		The operation was successful.
	Remarks	
45		The IReplStore::GetFolderInfo method is the only method in
		IReplStore that creates or modifies a HREPLFLD structure for
		the folder. The ActiveSync service manager calls this method to
		get a folder handle for the specified object type. Object types are
		configured into the registry, where object type name and other
		relevant information about an object type are stored. Note that

the handle pointed to by *phFolder* may or may not be NULL when called. If *phFolder* points to a handle that has a NULL value, the ActiveSync service provider should create a new handle for the specified folder. If *phFolder* points to a pointer that has a value, the ActiveSync service provider should modify the data indicated by this handle.

See Also IReplStore

### 10 IReplStore::GetObjTypeUIData

The IReplStore::GetObjTypeUIData method sends user interface (UI)-related data about an object type to the ActiveSync service manager.

Syntax HRESULT GetObjTypeUIData(  
HREPLFLD *hFolder*,  
POBJUIDATA *pData*  
);

At a Glance Header file: Cesync.h  
Platforms: H/PC  
Windows CE versions: 2.0 and later

Parameters *hFolder*

Input parameter. Pointer to a handle of a folder that contains the items.

*pData*

Output parameter. Pointer to an OBJUIDATA structure.

Return Values NOERROR

User selected OK to save the changes made.

E\_OUTOFMEMORY

The operation was unable to load required UI resources.

See Also IReplStore

### 40 IReplStore::GetStoreInfo

The IReplStore::GetStoreInfo method gets information about the current store instance.

Syntax HRESULT GetStoreInfo(  
PSTOREINFO *pInfo*  
);

	<b>At a Glance</b> Header file: Cesync.h Platforms: H/PC Windows CE versions: 2.0 and later
5	<b>Parameters</b> <i>pInfo</i> Pointer to the STOREINFO structure.
	<b>Return Values</b> NOERROR
10	The STOREINFO structure was successfully returned. <b>E_INVALIDARG</b> The value of <i>cbStruct</i> is not expected.
15	<b>E_POINTER</b> The store is not initialized or there is a problem getting the required store identifier or <i>lpbStored</i> is NULL. <b>E_OUTOFMEMORY</b> The value of <i>cbMaxStoreId</i> is too small. The size of the identifier is set in <i>cbStoreId</i> upon return.
20	<b>Remarks</b> The ActiveSync service manager calls the <i>IReplStore::GetStoreInfo</i> method with <i>lpbStoreId</i> set to NULL for the first time. The ActiveSync service provider should then set <i>cbStoreId</i> to the size of the store identifier. Replication then calls <i>GetStoreInfo</i> again with an allocated buffer and the size stored in <i>cbMaxStoreId</i> .
25	<b>See Also</b> STOREINFO
30	<b>IReplStore::Initialize</b> The <i>IReplStore::Initialize</i> method initializes the <i>IReplStore</i> ActiveSync service provider.
35	<b>Syntax</b> HRESULT Initialize( IReplNotify * <i>pReplNotify</i> UINT <i>uFlags</i> );
40	<b>At a Glance</b> Header file: Cesync.h Platforms: H/PC Windows CE versions: 2.0 and later
45	<b>Parameters</b> <i>pReplStatus</i> Pointer to the <i>IReplNotify</i> interface. This parameter must be 0. <i>uFlags</i> Flags passed to the store by the ActiveSync service manager. Possible values include the following:

**ISF\_SELECTED\_DEVICE**

Set if the store is initialized for the selected device; otherwise, it is initialized for the connected device.

**ISF\_REMOTE\_CONNECTED**

Set if the store is initialized during the remote connection; all user interface (UI) should be suppressed.

Return Values **NOERROR**

The operation was successful.

See Also **IReplStore**

**15 IReplStore::IsFolderChanged**

The **IReplStore::IsFolderChanged** method determines if any object in a specified folder has been changed since the method was last called.

**Syntax** **HRESULT IsFolderChanged(**  
**HREPLFLD hFolder,**  
**BOOL \*pfChanged**  
**);**

**At a Glance** Header file: **Cesync.h**  
 Platforms: **H/PC**  
 Windows CE versions: **2.0 and later**

**Parameters** **hFolder**  
 Handle to a folder.  
**pfChanged**  
 Pointer to a Boolean value that is set to **TRUE** if folder is changed.

**Return Values** **NOERROR**

The operation completed successfully. The **pfChanged** parameter is set to **TRUE** if the folder is changed, or **FALSE** otherwise.

**RERR\_SHUT\_DOWN**

There was a serious error, and the ActiveSync service provider should shut down immediately.

**RERR\_UNLOAD**

There was a less serious error, and replication modules must be unloaded.

**RERR\_STORE\_REPLACED**

The complete store was replaced.

- Remarks If the ActiveSync service provider wants real-time synchronization to be simulated; see `GetStoreInfo`. The ActiveSync service manager calls the `IReplStore::IsFolderChanged` method once the timer is up to see if it needs to scan the store further to pick up any changes. This is used to reduce the number of scans replication has to make to the store. An ActiveSync service provider should return TRUE if it does not need to implement this method.
- 5
- 10 See Also `IReplStore::GetStoreInfo`, `STOREINFO`

### **`IReplStore::IsItemChanged`**

- 15 The `IReplStore::IsItemChanged` method determines if the object has changed.
- Syntax `BOOL IsItemChanged(  
HREPLFLD hFolder,  
20 HREPLITEM hItem,  
HREPLITEM hItemComp  
);`
- At a Glance Header file: `Cesync.h`  
25 Platforms: `H/PC`  
Windows CE versions: `2.0 and later`
- Parameters *hFolder*  
Handle to the folder or container that stores the object.  
30 *hItem*  
Handle to the object.  
*hItemComp*  
Handle to the object used for comparison.
- 35 Return Values FALSE  
The object has not been changed.  
TRUE  
The object has changed.
- 40 Remarks If *hItemComp* is not NULL, the ActiveSync service provider should check the data (time stamp, change number) in *hItem* with *hItemComp*. If *hItemComp* is NULL, the ActiveSync service provider should get the data by opening the object and comparing it with the data in *hItem*.
- 45 See Also `HREPLITEM`, `IReplStore::CompareItem`

**IReplStore::IsItemReplicated**

5                   The IReplStore::IsItemReplicated method determines if an item should be replicated using ActiveSync service provider-defined rules.

      Syntax        BOOL IsItemReplicated(  
                      HREPLIFLD *hFolder*,  
                      HREPLITEM *hItem*  
10                   );

      At a Glance   Header file:                   Cesync.h  
                      Platforms:                   H/PC  
                      Windows CE versions:       2.0 and later  
15

      Parameters    *hFolder*  
                      Handle to the folder or container that stores the object.  
                      *hItem*  
                      Handle to the object. This parameter can be NULL, in  
20                   which case, IsItemReplicated should determine if the  
                      specified folder should be replicated.

      Return Values FALSE       The object should not be replicated.  
                      TRUE       The object should be replicated.  
25

      Remarks       If the ActiveSync service provider requires that some objects on  
                      the desktop computer should not be replicated, it can use the  
30                   IReplStore::IsItemReplicated method to tell the ActiveSync  
                      service manager to ignore these objects. The ActiveSync service  
                      provider can design its own rules and store it using the handle of  
                      the folder. If all objects should be replicated, the ActiveSync  
                      service provider can return TRUE in all calls.

35    See Also        IReplStore

**IReplStore::ObjectToBytes**

40                   The IReplStore::ObjectToBytes method converts the  
                      HREPLOBJ, which can be either a HREPLITEM or HREPLFLD,  
                      to an array of bytes when saving.

      Syntax        UINT ObjectToBytes(  
45                   HREPLOBJ *hObject*,  
                      LPBYTE *lpb*  
                      );



At a Glance	Header file:	Cesync.h
	Platforms:	H/PC
	Windows CE versions:	2.0 and later

5	Parameters	<p><i>hObject</i> Handle to an object.</p> <p><i>lpb</i> Handle to a buffer where the array of bytes should be stored. This parameter can be NULL.</p>
---	------------	--

10      Return Values Number of bytes in the array.

15	Remarks	The IReplStore::ObjectToBytes method is used to save the data represented by a handle to disk. The ActiveSync service manager calls ObjectToBytes first with <i>lpb</i> set to NULL. The ActiveSync service provider should then return the size required, followed by the ActiveSync service manager calling ObjectToBytes with a <i>lpb</i> parameter pointing to a buffer large enough for the array.
----	---------	--

20 See Also [IReplStore::BytesToObject](#)

## IReplStore::IsValidObject

25 The `IReplStore::IsValidObject` method determines if the specified handles are valid.

30	Syntax	<pre> HRESULT IsValidObject(     HREPLFLD <i>hFolder</i>,     HREPLITEM <i>hItem</i>,     UINT, <i>uFlags</i> ); </pre>
----	--------	---

35	At a Glance	Header file:	Cesync.h
		Platforms:	H/PC
		Windows CE versions:	2.0 and later

	Parameters	<i>hFolder</i>	Handle to a folder. This parameter can be NULL.
40		<i>hItem</i>	Handle to an item. This parameter can be NULL.
		<i>uFlags</i>	Reserved. Must be 0.

```

45    Return Values NOERROR
           The specified handles are all valid.
        RERR_CORRUPT
           The data in the specified handle is corrupted.

```

**RERR\_OBJECT\_DELETED**

The object identified by the handle is no longer in the store.

5    Remarks    The IReplStore::IsValidObject method is used to determine if the specified handles are valid. The ActiveSync service provider should check both *hFolder* and *hItem* to determine if either of them is not NULL.

10   See Also    IReplStore

**IReplStore::RemoveDuplicates**

15                The IReplStore::RemoveDuplicates method finds and removes duplicated objects from the store.

     Syntax        HRESULT Remove Duplicates(  
20                   LPSTR *lpszObjType*,  
                     UINT *uFlags*  
                     );

     At a Glance   Header file:                Cesync.h  
                     Platforms:                H/PC  
25                   Windows CE versions:    2.0 and later

     Parameters    *lpszObjType*  
                     Pointer to the name of the object type for which this  
30                   operation is intended. This parameter is NULL if all  
                     object types should be checked.  
                     *uFlags*  
                     Reserved. Always 0.

     Return Values NOERROR  
35                   The operation completed successfully and there is no need  
                     to restart replication to pick up the deletions.

                     RERR\_RESTART  
                     The operation completed successfully and replication  
                     should be restarted to pick up the deletions.

40                   E\_NOTIMPL  
                     The ActiveSync service provider does not support this  
                     operation.

Remarks Occasionally, the ActiveSync service manager might need to prompt an ActiveSync service provider to scan all objects in the store to check for duplicates and give the user a chance to remove them. The ActiveSync service provider should return E\_NOTIMPL if it chooses not to implement this functionality. Otherwise, the ActiveSync service provider should perform the check and remove and return NOERROR or RERR\_RESTART if successful. In this case, replication does not call the IReplStore::RemoveDuplicates method again until necessary. It should return all other error values if, for some reason, operation cannot be performed at that time. In this case, replication calls RemoveDuplicates again at the end of the next synchronization.

See Also IReplStore

#### IReplStore::ReportStatus

ActiveSync service manager calls the IReplStore::ReportStatus method to get information on the synchronization status.

Syntax HRESULT ReportStatus(  
HREPLFLD *hFolder*,  
HREPLITEM *hItem*,  
UINT *uStatus*,  
UINT *uParam*  
);

At a Glance Header file: Cesync.h  
Platforms: H/PC  
Windows CE versions: 2.0 and later

Parameters *hFolder*  
Handle to the folder this status applies to. This parameter is NULL if status applies to all folders.

*hItem*  
Handle to the object this status applies to. This parameter is NULL if status applies to all objects.

*uStatus*  
Status code. Possible values include the following:  
RSC\_BEGIN\_SYNC  
Synchronization is about to start; *uReserved* is a combination of the following bit flags:  
BSF\_AUTO\_SYNC  
Synchronization is started as a result of changes while "autosync on change" is turned on.  
BSF\_REMOTE\_SYNC  
Consistent with RSC\_REMOTE\_SYNC, set if synchronization is done remotely.

**RSC\_END\_SYNC**

Synchronization has ended.

**RSC\_BEGIN\_CHECK**

The ActiveSync service manager is about to call FindFirstItem and FindNextItem.

**RSC\_END\_CHECK**

The ActiveSync service manager has completed all enumeration calls and FindItemClose has been called.

**RSC\_DATE\_CHANGED**

The user has changed the system date. This code is called on every existing object in the store to give the ActiveSync service provider a chance to reset the date-dependent synchronization options. For example, if an ActiveSync service provider wants to synchronize files that are modified in the last two weeks, it can respond to this code to reset the enable bit for each item. When IsItemReplicated is called later, it re-evaluates the items based on the new date.

**RSC\_RELEASE**

The ActiveSync service manager is about to release the IReplStore object. This is called before the final IReplStore::Release call.

**RSC\_REMOTE\_SYNC**

If *uParam* is TRUE, the ActiveSync service manager is about to start remote synchronization. The ActiveSync service provider should not show any UI that requires user interaction from now on until this status code is used again with *uParam* equal to FALSE.

**RSC\_INTERRUPT**

ActiveSync service manager is about to interrupt the current operation.

The following values of *uParam* are defined only for RSC\_INTERRUPT:

**PSA\_RESET\_INTERRUPT**

This flag is set if the interrupt state is being cleared; that is, normal operation is resuming.

**PSA\_SYS\_SHUTDOWN**

User has shut down the Windows operating system.

**RSC\_BEGIN\_SYNC\_OBJ**

Synchronization is about to start on an object type. *uReserved* is a combination of bit flags; see RSC\_BEGIN\_SYNC.

	RSC_END_SYNC_OBJ	Synchronization is about to end on an object type.
	RSC_OBJ_TYPE_ENABLED	Synchronization of the specified object is enabled; <i>hFolder</i> is a pointer to a string (object type name).
5	RSC_OBJ_TYPE_DISABLED	Synchronization of the specified object is disabled; <i>hFolder</i> is a pointer to a string (object type name).
10	RSC_BEGIN_BATCH_WRITE	A series of SetPackets is called on a number of objects. This is the time for ActiveSync service provider to start a transaction.
15	RSC_END_BATCH_WRITE	RSC_BEGIN_BATCH_WRITE has ended. This is the time for the ActiveSync service provider to commit the transaction.
20	RSC_CONNECTION_CHG	The connection status has changed. <i>uParam</i> is TRUE if a connection has been established; otherwise, it is FALSE.
	RSC_WRITE_OBJ_FAILED	There was a failure while writing to an object on the device. <i>uParam</i> is the HRESULT code.
25	RSC_DELETE_OBJ_FAILED	There was a failure while deleting an object on the device. <i>uParam</i> is the HRESULT code.
	<i>uParam</i>	Additional information about the status, based on <i>uStatus</i> code.
30	Return Values NOERROR	The process indicated by <i>uStatus</i> is successful.
	E_FAIL	The process indicated by <i>uStatus</i> has failed or encountered problems.
35	Remarks	The Active Sync service provider can return NOERROR for all cases if it is not interested.
40		This is an application programming interface (API) exported by the Store.dll for the synchronization engine.
	See Also	IReplStore

**IReplStore::UpdateItem**

5                   The IReplStore::UpdateItem method updates the object's time stamp, change number, and other information that is stored in the specified handle.

Syntax           void UpdateItem(  
                  HREPLFLD *hFolder*,  
                  HREPLITEM *hItemDst*,  
10                HREPLITEM *hItemSrc*  
                  );

At a Glance      Header file:               Cesync.h  
                  Platforms:                H/PC  
15                Windows CE versions:      2.0 and later

Parameters      *hFolder*  
                  Handle to a folder that stores the item.  
                  *hItemDst*  
20                Handle to the destination item.  
                  *hItemSrc*  
                  Handle to the source item; could be NULL.

Return Values   None.  
25

Remarks        The ActiveSync service manager calls the  
                  IReplStore::UpdateItem method to update the relevant  
                  information, such as time stamp or change number, in the  
30                specified handle. If a source handle is specified, the ActiveSync  
                  service provider should copy the information over; otherwise, the  
                  ActiveSync service provider should open the object, then get the  
                  object's information and store it in the destination handle.

See Also        IReplStore  
35

**IEnumReplItem**

40                The IEnumReplItem interface enables enumeration of a collection of items.

At a Glance      Header file:               Cesync.h  
                  Platforms:                H/PC  
45                Windows CE versions:      2.0 and later

Method	Description
IEnumReplItem::Clone	Creates a copy of the current state of enumeration.
IEnumReplItem::GetFolderHandle	Gets a handle to the folder (HREPLFD) that is currently being enumerated.
IEnumReplItem::Next	Attempts to advance to the next item in the enumeration sequence.
IEnumReplItem::Reset	Resets the enumeration sequence to the beginning.
IEnumReplItem::Skip	Attempts to skip over the next item in the enumeration sequence.

**IEnumReplItem::Clone**

5           The IEnumReplItem::Clone method creates a copy of the current state of enumeration.

Syntax       HRESULT Clone(  
10           IEnumReplItem FAR \* FAR \* *ppEnum*,  
             );

At a Glance   Header file:           Cesync.h  
              Platforms:            H/PC  
              Windows CE versions: 2.0 and later

15   Parameters   *ppEnum*  
                  Pointer to the place to return the cloned enumerator. The type of *ppEnum* is the same as the enumerator name. For example, if the enumerator name is IEnumFORMATETC, *ppEnum* is of type IEnumFORMATETC.  
20

Return Values E\_OUTOFMEMORY  
              Out of memory.  
              E\_INVALIDARG  
25            Value of *ppEnum* is invalid.  
              E\_UNEXPECTED  
              An unexpected error occurred.

**IEnumReplItem::GetFolderHandle**

The IEnumReplItem::GetFolderHandle method gets a handle to the folder (HREPLFD) that is currently being enumerated.

Syntax        hHREPLFLD GetFolderHandle ();

At a Glance    Header file:                Cesync.h  
                  Platforms:                H/PC  
 5                Windows CE versions:    2.0 and later

Return Values Returns the handle to the folder (HREPLFLD) that is being enumerated.

10

### IEnumReplItem::Next

The IEnumReplItem::Next method attempts to advance to the next item in the enumeration sequence.

15

Syntax        HRESULT Next(  
                  unsigned long *celt*,  
                  HREPLITEM \**phItem*,  
 20                unsigned long FAR \**pCeltFetched*,  
                  );

At a Glance    Header file:                Cesync.h  
                  Platforms:                H/PC  
 25                Windows CE versions:    2.0 and later

25

Parameters    *celt*

Specifies the number of elements to return. If the number of elements requested is more than remains in the sequence, only the remaining elements are returned. The number of elements returned is passed through the *pCeltFetched* parameter, unless it is NULL.

30

*phItem*

Pointer to the structure in which to return the elements.

*pCeltFetched*

35

Pointer to the number of elements actually returned in \**phItem*. The *pCeltFetched* parameter cannot be NULL if *celt* is greater than one. Likewise, if *pCeltFetched* is NULL, *celt* must be one.

40    Return Values S\_OK

Returned the requested number of elements; *phItem* is set if non-NULL. All requested entries are valid.

S\_FALSE

45

Returned fewer elements than requested in *celt*. In this case, unused slots in the enumeration are not set to NULL and \**phItem* holds the number of valid entries, even if zero is returned.

E\_OUTOFMEMORY

Out of memory.



E\_INVALIDARG

The value of *celt* is invalid.

E\_UNEXPECTED

An unexpected error occurred.

5

### IEnumReplItem::Reset

10 The IEnumReplItem::Reset method resets the enumeration sequence to the beginning.

Syntax HRESULT Reset();

15 At a Glance Header file: Cesync.h  
Platforms: H/PC  
Windows CE versions: 2.0 and later

Return Values S\_OK

20 The enumeration sequence was reset to the beginning.

S\_FALSE

The enumeration sequence was not reset to the beginning.

### IEnumReplItem::Skip

25

The IEnumReplItem::Skip method attempts to skip over the next item in the enumeration sequence.

30 Syntax HRESULT Skip(  
unsigned long *celt*,  
);

35 At a Glance Header file: Cesync.h  
Platforms: H/PC  
Windows CE versions: 2.0 and later

Parameters *celt*

Specifies the number of elements to be skipped.

40 Return Values S\_OK

The number of elements skipped is equal to *celt*.

S\_FALSE

The number of elements skipped is fewer than *celt*.

S\_OUTOFMEMORY

45 Out of memory.

E\_INVALIDARG

The value of *celt* is invalid.

E\_UNEXPECTED

An unexpected error occurred.

**Detailed Description of a Database API**

## Chapter 19

### Fsdbase Component: Functions

#### 5 CeCreateDatabase

The CeCreateDatabase function creates a new database. A RAPI version of this function exists and is also called CeCreateDatabase.

10

Syntax CEOID CeCreateDatabase(LPWSTR *lpszName*, DWORD *dwDbaseType*, WORD *wNumSortOrder*, SORTORDERSPEC *\*rgSortSpecs*);

15

At a Glance Header file: Winbase.h  
Component: fsdbase  
Platforms: H/PC  
Windows CE versions: 1.01 and later

20

Parameters *lpszName*

Pointer to a null-terminated string that specifies the name for the new database. The name can have up to 32 characters, including the terminating null character. If the name is too long, it is truncated.

25

*dwDbaseType*

Type identifier for the database. This is an application-defined value that can be used for any application-defined purpose. For example, an application can use the type identifier to distinguish address book data from to-do list data or use the identifier during a database enumeration sequence. See CeFindFirstDatabase for details. The type identifier is not meant to be a unique identifier for the database. The system does not use this value.

30

*wNumSortOrder*

Number of sort orders active in the database, with four being the maximum number. This parameter can be zero if no sort orders are active.

35

*rgSortSpecs*

Pointer to an array of actual sort order descriptions. The size of the array is specified by *wNumSortOrder*. This parameter can be NULL if *wNumSortOrder* is zero.

40

Remarks

Because sort orders increase the system resources needed to perform each insert and delete operation, keep the number of sort orders to a minimum. However, try not to specify too few sort orders. If you do, you can use the CeSetDatabaseInfo function to change the sort order later; however, this function is even more expensive in terms of system resources.

45

Return Values If the function succeeds, the return value is the object identifier of the newly created database – not a handle to an open database. If the function fails, the return value is NULL. To get extended error information when within a CE program, call GetLastError. If within a RAPI program, call CeGetLastError. GetLastError and CeGetLastError may return one of the following values:

5  
10  
ERROR\_DISK\_FULL  
The object store does not contain enough space to create the new database.

ERROR\_INVALID\_PARAMETER  
A parameter was invalid.

15  
ERROR\_DUP\_NAME  
A database already exists with the specified name.

For more information, see Accessing Persistent Storage.

20  
When writing applications for Windows CE version 1.0, use the PegCreateDatabase function.

See Also CeDeleteDatabase, CeOidGetInfo, CeOpenDatabase, CeSetDatabaseInfo, SORTORDERSPEC

### CeDeleteDatabase

30  
The CeDeleteDatabase function removes a database from the object store. A RAPI version of this function exists and is also called CeDeleteDatabase.

Syntax BOOL CeDeleteDatabase(CEOID *oidDbase*);

35 At a Glance Header file: Winbase.h  
Component: fsdbase  
Platforms: H/PC  
Windows CE versions: 1.01 and later

40 Parameters *oidDbase*  
Object identifier of the database to be deleted.

Return Values If the function succeeds, the return value is TRUE. If the function fails, the return value is FALSE. To get extended error information when within a CE program call GetLastError. If within a RAPI program, call CeGetLastError. GetLastError and CeGetLastError may return one of the following values:

**ERROR\_INVALID\_PARAMETER**

A parameter was invalid.

**ERROR\_SHARING\_VIOLATION**

Another thread has an open handle to the database.

5

**Remarks**

The CeDeleteDatabase function deletes a database, including all records in the database.

10

For more information, see Accessing Persistent Storage.

When writing applications for Windows CE version 1.0, use the PegDeleteDatabase function.

15

**See Also**

CeCreateDatabase, CeOidGetInfo

**CeDeleteRecord**

20

The CeDeleteRecord function deletes a record from a database. A RAPI version of this function exists and is also called CeDeleteRecord.

25

**Syntax****BOOL CeDeleteRecord(HANDLE *hDatabase*, CEOID *oidRecord*);****At a Glance**

Header file:	Winbase.h
Component:	fsdbase
Platforms:	H/PC
Windows CE versions:	1.01 and later

30

**Parameters*****hDatabase***

35

Handle to the database from which the record is to be deleted. The database must be open. Open a database by calling the CeOpenDatabase function.

***oidRecord***

Object identifier of the record to be deleted; this is obtained from CeOpenDatabase.

40

**Return Values** If the function succeeds, the return value is TRUE. If the function fails, the return value is FALSE. To get extended error information when within a CE program call GetLastError. If within a RAPI program, call CeGetLastError. GetLastError and CeGetLastError may return ERROR\_INVALID\_PARAMETER if the handle or object identifier is invalid.

45

Remarks	If the CEDB_AUTOINCREMENT flag was not specified when the database was opened, and the record being deleted is the current record, the next read operation that uses the database handle will fail. If the CEDB_AUTOINCREMENT flag was specified, the system automatically moves the current seek pointer forward by one.	
5		
	When writing applications for Windows CE version 1.0, use the PegDeleteRecord function.	
10		
See Also	CeOpenDatabase	
15	<b>CeFindFirstDatabase</b>	
	The CeFindFirstDatabase function opens an enumeration context for all databases in the system. A RAPI version of this function exists and is also called CeFindFirstDatabase.	
20		
Syntax	HANDLE CeFindFirstDatabase(DWORD <i>dwDbaseType</i> );	
At a Glance	Header file:	Winbase.h
	Component:	fsdbase
	Platforms:	H/PC
25	Windows CE versions:	1.01 and later
Parameters	<i>dwDbaseType</i>	
	Type identifier of the databases to enumerate. If this parameter is zero, all databases are enumerated.	
30		
Return Values	If the function succeeds, the return value is a handle to an enumeration context. To find the next database of the given type, specify the handle in a call to the CeFindNextDatabase function. If the function fails, the return value is	
35	INVALID_HANDLE_VALUE. To get extended error information when within a CE program call GetLastError. If within a RAPI program, call CeGetLastError. GetLastError and CeGetLastError may return ERROR_OUTOFMEMORY if no memory is available to allocate a database handle.	
40		
Remarks	Use the CeCloseHandle function to close the handle returned by the CeFindFirstDatabase function.	
45		
	For more information, see Accessing Persistent Storage.	
	When writing applications for Windows CE version 1.0, use the PegFindFirstDatabase function.	
See Also	CeFindNextDatabase, CeCloseHandle	

**CeFindNextDatabase**

5                   The CeFindNextDatabase function retrieves the next database in an enumeration context. A RAPI version of this function exists and is also called CeFindNextDatabase.

Syntax           CEOID CeFindNextDatabase(HANDLE *hEnum*);

At a Glance   Header file:               Winbase.h  
 10               Component:           fsdbase  
               Platforms:            H/PC  
               Windows CE versions: 1.01 and later

Parameters    *hEnum*  
 15               Handle to an enumeration context; this handle is returned from CeFindFirstDatabase.

Return Values If the function succeeds, the return value is the object identifier of the next database to be enumerated. If no more databases are left to enumerate, or if an error occurs, the return value is zero. To get extended error information when within a CE program, call GetLastError. If within a RAPI program, call CeGetLastError. GetLastError and CeGetLastError may return one of the following values:

25               ERROR\_NO\_MORE\_ITEMS  
                   The object store contains no more databases to enumerate.

30               ERROR\_INVALID\_PARAMETER  
                   The *hEnum* parameter specified an invalid handle.

Remarks       When writing applications for Windows CE version 1.0, use the PegFindNextDatabase function.

35   See Also    CeFindFirstDatabase

**CeOpenDatabase**

40               The CeOpenDatabase function opens an existing database. A RAPI version of this function exists and is also called CeOpenDatabase.

45   Syntax      HANDLE CeOpenDatabase(PCEOID *poid*, LPWSTR *lpszName*, CEPROPID *propid*, DWORD *dwFlags*, HWND *hwndNotify*);

At a Glance	Header file: Winbase.h Component: fsdbase Platforms: H/PC Windows CE versions: 1.01 and later
5	
Parameters	<i>poid</i>
	Pointer to the object identifier of the database to be opened. To open a database by name, set the value pointed to by <i>poid</i> to zero to receive the object identifier of the newly opened database when a database name is specified for <i>lpszName</i> .
10	
	<i>lpszName</i>
	Pointer to the name of the database to be opened. This parameter is ignored if the value pointed to by <i>poid</i> is non-zero.
15	
	<i>propid</i>
	Property identifier of the primary key for the sort order in which the database is to be traversed. All subsequent calls to CeSeekDatabase assume this sort order. This parameter can be zero if the sort order is not important.
20	
	<i>dwFlags</i>
	Action flag. The following values are supported:
25	
	CEDB_AUTOINCREMENT
	Causes the current seek position to be automatically incremented with each call to the CeReadRecordProps function.
30	
	0 (ZERO)
	Current seek position is not incremented with each call to CeReadRecordProps.
35	
	<i>hwndNotify</i>
	Handle to the window to which notification messages (DB_CEOID_*) will be posted if another thread modifies the given database while you have it open. This parameter can be NULL if you do not need to receive notifications.
40	
	Return Values If the function succeeds, the return value is a handle to the open database. If the function fails, the return value is INVALID_HANDLE_VALUE. To get extended error information when within a CE program call GetLastError. If within a RAPI program, call CeGetLastError. GetLastError and CeGetLastError may return one of the following values:
45	
	ERROR_INVALID_PARAMETER
	A parameter was invalid.



**ERROR\_FILE\_NOT\_FOUND**

No database exists with the specified name. This value applies only if the value pointed to by *poid* was set to NULL when the function was called.

5

**ERROR\_NOT\_ENOUGH\_MEMORY**

No memory was available to allocate a database handle.

10      **Remarks**      Use the `CeCloseHandle` function to close the handle returned by the `CeOpenDatabase` function.

15      Unlike many other traditional databases, opening and closing a database does not imply any transactioning. In other words, the database is not committed at the closing – it is committed after each individual call.

For more information, see Accessing Persistent Storage.

20      When writing applications for Windows CE version 1.0, use the `PegOpenDatabase` function.

See Also      `CeCloseHandle`, `CeCreateDatabase`, `CeSeekDatabase`

**25      CeReadRecordProps**

The `CeReadRecordProps` function reads properties from the current record. A RAPI version of this function exists and is also called `CeReadRecordProps`.

30

Syntax      `CEOID CeReadRecordProps(HANDLE hDbase, DWORD dwFlags, LPWORD lpcPropID, CEPROPID *rgPropID, LPBYTE *lplpBuffer, LPDWORD lpcbBuffer);`

35      **At a Glance**      Header file:      `Winbase.h`  
                          Component:      `fsdbase`  
                          Platforms:      `H/PC`  
                          Windows CE versions:      `1.01 and later`

40      **Parameters**      *hDbase*  
                          Handle to an open database. The database must have been opened by a previous call to the `CeOpenDatabase` function.

45      *dwFlags*  
                          Read flags. The following value is supported:

**CEDB\_ALLOWREALLOC**

The LocalAlloc function was used to allocate the buffer specified by the *lplpBuffer* parameter, and the server can reallocate the buffer if it is not large enough to hold the requested properties.

5

*lpcPropID*

Number of property identifiers in the array specified by the *rgPropID* parameter. If *rgPropID* is NULL, this parameter receives the number of properties retrieved.

10

*rgPropID*

Pointer to an array of property identifiers for the properties to be retrieved. If this parameter is NULL, CeReadRecordProps retrieves all properties in the record.

15

*lplpBuffer*

Address of a pointer to a buffer that receives the requested properties. If the *dwFlags* parameter includes the CEDB\_ALLOWREALLOC flag, the buffer may be reallocated if necessary. If the CEDB\_ALLOWREALLOC flag is specified and this parameter is NULL, the server uses the LocalAlloc function to allocate a buffer of the appropriate size in the caller's address space and returns a pointer to the buffer. Note that if the CEDB\_ALLOWREALLOC flag is specified, it is possible for the value of this pointer to change even on failure. For example, the old memory might be freed and the allocation might then fail, leaving the pointer set to NULL.

20

25

*lpcbBuffer*

Pointer to a variable that contains the size, in bytes, of the buffer specified by the *lplpBuffer* parameter. When CeReadRecordProps returns, *lpcbBuffer* receives a value that indicates the actual size of the data copied to the buffer. If the buffer was too small to contain the data, this parameter can be used to calculate the amount of memory to allocate for the buffer if CEDB\_ALLOWREALLOC was not specified.

30

35

**Return Values** If the function succeeds, the return value is the object identifier of the record from which the function read. If the function fails, the return value is zero. To get extended error information when within a CE program, call GetLastError. If within a RAPI program, call CeGetLastError. GetLastError and CeGetLastError may return one of the following values:

40

45

**ERROR\_INVALID\_PARAMETER**

A parameter was invalid.

**ERROR\_NO\_DATA**

None of the requested properties was found. The output buffer and the size are valid.

5

**ERROR\_INSUFFICIENT\_BUFFER**

The given buffer was not large enough, and the reallocation failed — if the `CEDB_ALLOWREALLOC` flag was specified. The *lpcbBuffer* parameter contains the required buffer size.

10

**ERROR\_KEY\_DELETED**

The record that was about to be read was deleted by another thread. If the current record was reached as a result of an autoseek, this error is not returned, and the next record is returned.

15

**ERROR\_NO\_MORE\_ITEMS**

The current seek pointer is at the end of the database.

20   Remarks

The `CeReadRecordProps` function reads the specified set of properties from the current record. If the database was opened with the autoseek flag — that is, if the *dwFlags* parameter of `CeOpenDatabase` was set to `CEDB_AUTOINCREMENT` — `CeReadRecordProps` increments the seek pointer by one so that the next call reads the next record in the current sort order. That is, if the database was opened with a sort order active, then `CeReadRecordProps` will return the records in sorted order. If the database was not opened with a sort order active, then the order in which records are returned is not predictable.

25

30

Read all needed properties from the record in a single call. The entire record is stored in a compressed format, and each time a property is read it must be decompressed. All the properties are returned in a single marshaled structure, which consists of an array of `CEPROPVAL` structures, one for each property requested — or one for each property found if the application set the *rgPropID* parameter to `NULL` when calling the function.

35

40

If a property was requested, such as strings or blobs that are packed in at the end of the array, the pointers in the `CEPROPVAL` structures point into this marshaled structure. This means that the only memory that must be freed is the original pointer to the buffer passed in to the call. Even if the function fails, it may have allocated memory on the caller's behalf. Free the pointer returned by this function if the pointer is not `NULL`.

45

For more information, see *Accessing Persistent Storage*.

When writing applications for Windows CE version 1.0, use the `PegReadRecordProps` function.

5 See Also `LocalAlloc`, `LocalFree`, `CeOpenDatabase`, `CeSeekDatabase`, `CEPROPVAL`

## 10 `CeSeekDatabase`

The `CeSeekDatabase` function seeks the specified record in an open database. A RAPI version of this function exists and is also called `CeSeekDatabase`.

15 Syntax `CEOID CeSeekDatabase(HANDLE hDatabase, DWORD dwSeekType, DWORD dwValue, LPDWORD lpdwIndex);`

At a Glance  
 20 Header file: `Winbase.h`  
 Component: `fsdbase`  
 Platforms: `H/PC`  
 Windows CE versions: `1.01 and later`

### Parameters `hDatabase`

25 `Handle` to the open database in which to seek.

### `dwSeekType`

Type of seek operation to perform. This parameter can be one of the following values:

### 30 `CEDB_SEEK_CEOID`

Seek until finding an object that has the given object identifier. The `dwValue` parameter specifies the object identifier. This type of seek operation is very efficient.

### 35 `CEDB_SEEK_VALUESMALLER`

40 Seek until finding the largest value that is smaller than the given value. If none of the records has a smaller value, the seek pointer is left at the end of the database and the function returns zero. The `dwValue` parameter is a pointer to a `CEPROPVAL` structure.

### `CEDB_SEEK_VALUEFIRSTEQUAL`

45 Seek until finding the first value that is equal to the given value. If the seek operation fails, the seek pointer is left pointing at the end of the database, and the function returns zero. The `dwValue` parameter is a pointer to a `CEPROPVAL` structure.

**CEDB\_SEEK\_VALUENEXTEQUAL**

5

Starting from the current seek position, seek exactly one position forward in the sorted order and check if the next record is equal in value to the given value. If so, return the object identifier of this next record; otherwise, return zero and leave the seek pointer at the end of the database. This operation can be used in conjunction with the

10

**CEDB\_SEEK\_VALUEFIRSTEQUAL** operation to enumerate all records with an equal value. The *dwValue* parameter specifies the value for which to seek.

**CEDB\_SEEK\_VALUEGREATER**

15

Seek until finding a value greater than or equal to the given value. If all records are smaller, the seek pointer is left at the end of the database and the function returns zero. The *dwValue* parameter is a pointer to a **CEPROPVAL** structure.

20

**CEDB\_SEEK\_BEGINNING**

25

Seek until finding the record at the given position from the beginning of the database. The *dwValue* parameter specifies the number of records to seek.

**CEDB\_SEEK\_CURRENT**

30

Seek backward or forward from the current position of the seek pointer for the given number of records. The *dwValue* parameter specifies the number of records from the current position. The function seeks forward if *dwValue* is a positive value, or backward if it is negative. A forward seek operation is efficient.

**CEDB\_SEEK\_END**

35

Seek backward for the given number of records from the end of the database. The *dwValue* parameter specifies the number of records.

*dwValue*

40

Value to use for the seek operation. The meaning of this parameter depends on the value of *dwSeekType*.

*lpdwIndex*

45

Pointer to a variable that receives the index from the start of the database to the beginning of the record that was found.

- Return Values If the function succeeds, the return value is the object identifier of the record on which the seek ends. If the function fails, the return value is zero. To get extended error information when within a CE program call GetLastError. If within a RAPI program, call CeGetLastError, GetLastError and CeGetLastError may return ERROR\_INVALID\_PARAMETER if a parameter is invalid.
- Remarks The CeSeekDatabase function always uses the current sort order as specified in the call to the CeOpenDatabase function. If the CEDB\_AUTOINCREMENT flag was specified, an automatic seek of one from the current position is done with each read operation that occurs on the database.
- Note that a seek can only be performed on a sorted property value. After creating a database (using CeCreateDatabase) and opening the database (using CeOpenDatabase), subsequent calls to CeSeekDatabase assume the sort order that was specified in the *propid* parameter of the call to CeOpenDatabase. Although property identifiers can be modified using CeWriteRecordProps, it is best to use the same property identifier for CeOpenDatabase that was used for the *propid* member of the SORTORDERSPEC structure that was passed in the call to CeCreateDatabase.
- To enter negative values for the CEDB\_SEEK\_CURRENT case, cast a signed long. This changes the effective range on the record indexes to 31 bits from 32.
- Multiple sort orders cannot be specified for a single property.
- For more information, see Accessing Persistent Storage.
- When writing applications for Windows CE version 1.0, use the PegSeekDatabase function.
- See Also CeCreateDatabase, CeOpenDatabase, CEPROPVAL

#### CeSetDatabaseInfo

- The CeSetDatabaseInfo function sets various database parameters, including the name, type, and sort-order descriptions. A RAPI version of this function exists and is also called CeSetDatabaseInfo.
- Syntax `BOOL CeSetDatabaseInfo(CEOID oidDbase, CEDBASEINFO *pNewInfo);`

	At a Glance	Header File: Winbase.h Component: fsdbase Platforms: H/PC Windows CE versions: 1.01 and later
5	Parameters	<i>oidDbase</i> Object identifier of the database for which parameters are to be set.  <i>pNewInfo</i> Pointer to a CEDBASEINFO structure that contains new parameter information for the database. The wNumRecords member of the structure is not used.
10		Return Values If the function succeeds, the return value is TRUE. If the function fails, the return value is FALSE. To get extended error information when within a CE program call GetLastError. If within a RAPI program, call CeGetLastError. GetLastError and CeGetLastError may return one of the following values:
20		ERROR_INVALID_PARAMETER A parameter was invalid.
25		ERROR_DISK_FULL The object store is full and any size changes required could not be accommodated. Changing sort orders can change the size of the stored records, though not by much.
30		ERROR_SHARING_VIOLATION CeSetDatabaseInfo tried to remove a sort order that is being used by a currently open database.
35	Remarks	The CeSetDatabaseInfo function can be used to change the database parameters passed in while creating the database. Note that changing the sort order of the database can take several minutes. Before calling CeSetDatabaseInfo, an application should warn the user that this operation can be lengthy.  For more information, see Accessing Persistent Storage.
40		When writing applications for Windows CE version 1.0, use the PegSetDatabaseInfo function.
45	See Also	CeCreateDatabase, CEDBASEINFO, CeOidGetInfo

**CeWriteRecordProps**

5                   The CeWriteRecordProps function writes a set of properties to a single record, creating the record if necessary. A RAPI version of this function exists and is also called CeWriteRecordProps.

Syntax           CEOID CeWriteRecordProps(HANDLE *hDbase*, CEOID *oidRecord*, WORD *cPropID*, CEPROPVAL \**rgPropVal*);

10   At a Glance   Header File:                   Winbase.h  
                   Component:                fsdbase  
                   Platforms:                 H/PC  
                   Windows CE versions:      1.01 and later

15   Parameters    *hDbase*  
                   Handle to an open database. The database must have been opened by a previous call to the CeOpenDatabase function.

20                   *oidRecord*  
                   Object identifier of the record to which the given properties are to be written. If this parameter is zero, a new record is created and filled in with the given properties.

25                   *cPropID*  
                   Number of properties in the array specified by the *rgPropVal* parameter. The *cPropID* parameter must not be zero.

30                   *rgPropVal*  
                   Pointer to an array of CEPROPVAL structures that specify the property values to be written to the given record.

35   Return Values If the function succeeds, the return value is the object identifier of the record to which the properties were written. If the function fails, the return value is zero. To get extended error information when within a CE program call GetLastError. If within a RAPI program, call CeGetLastError. GetLastError and CeGetLastError may return one of the following values::

40                   ERROR\_DISK\_FULL  
                   There was not enough space in the object store to write the properties.

45                   ERROR\_INVALID\_PARAMETER  
                   A parameter was invalid.

Remarks        The CeWriteRecordProps function writes all the requested properties into the specified record. CeWriteRecordProps does not move the seek pointer.



5 To delete a property, set the CEDB\_PROPDELETE flag in the appropriate property value. This allows multiple deletes and changes in a single call, which is much more efficient than multiple calls.

10 No memory is freed by the callee. Pointers in the CEPROPVAL structures can be anywhere in the caller's address space—they can be marshaled in like the array returned by CeReadRecordProps, or they can be independently allocated.

For more information, see Accessing Persistent Storage.

15 When writing applications for Windows CE version 1.0, use the PegWriteRecordProps function.

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**Detailed Description of Data Structures for a Database API**

**CHAPTER 95****Fsdbase Component: Structures**

5

**CEDBASEINFO**

10 The CEDBASEINFO structure contains information about a database object. This structure is used by the CeSetDatabaseInfo and CeCreateDatabaseEx functions.

Syntax      typedef struct \_CEDBASEINFO {  
                       DWORD      dwFlags  
                       WCHAR      szDbaseName  
                                   [CEDB\_MAXDBASENAMELEN];  
                       DWORD      dwDbaseType;  
                       WORD        wNumRecords;  
                       WORD        wNumSortOrder;  
                       DWORD      dwSize;  
                       FILETIME    ftLastModified;  
                       SORTORDERSPEC  
                                   rgSortSpecs[CEDB\_MAXSORTORDER];  
                   } CEDBASEINFO

25 At a Glance    Header file:              Windbase.h  
                   Platforms:            H/PC  
                   Versions:             1.01 and later

Members      dwFlags  
 30              The LOWORD indicates the valid members of this structure. This member can be a combination of the following values:

35              CEDB\_VALIDMODTIME  
                   The ftLastModified member is valid and should be used.

40              CEDB\_VALIDNAME  
                   The szDbaseName member is valid and should be used.

45              CEDB\_VALIDTYPE  
                   The dwDbaseType member is valid and should be used.

              CEDB\_VALIDSORTSPEC  
                   The rgSortSpecs member is valid and should be used.

**CEDB\_VALIDDBFLAGS**

The LOWORD of dwFlags member is valid and should be used.

5

The HIGHWORD identifies the associated database properties. This member can be a combination of the following values:

10

**CEDB\_NOCOMPRESS**

The database is not compressed. If this flag is used with CeSetDatabaseInfoEx, a compressed database is uncompressed. If this flag is used with CeCreateDatabaseEx, the database is not compressed.

15

To compress a database, CeSetDatabaseInfoEx or CeCreateDatabaseEx is called with CEDB\_VALIDDBFLAGS and the HIGHWORD set to zero. By default, all databases are compressed. If you are going to change the compression, it should be done at creation time.

20

**szDbaseName**

25

Null-terminated string that contains the name of the database. The string can have up to 32 characters, including the termination null character. This member must be set when used for CeCreateDatabaseEx.

**dwDbaseType**

30

Type identifier for the database.

**wNumRecords**

Returns the number of records in the database.

**wNumSortOrder**

35

Number of sort orders active in the database. Up to four sort orders can be active at a time.

**dwSize**

Returns the size, in bytes, of the database.

**ftLastModified**

Returns the last time this database was modified.

**rgSortSpecs**

40

Array containing the sort order descriptions. Only the first *n* array members are valid, where *n* is the value specified by the wNumSortOrder member. If no sort orders are specified for CeCreateDatabaseEx or when CEDB\_VALIDSORTSPEC is not specified, then a default sort order is assigned to the database.

45

See Also

CeCreateDatabaseEx, CEODINFO, CeSetDatabaseInfoEx

**CEOIDINFO**

The CEOIDINFO structure contains information about an object in the object store.

5                   Syntax       typedef struct \_CEOIDINFO {  
                                   WORD        wObjType;  
                                   DWORD       dwSize;  
                                   WORD        wPad;  
 10                                union {  
                                   CEFILEINFO    infFile;  
                                   CEDIRINFO    infDirectory;  
                                   CEDBASEINFO   infDatabase;  
                                   CERECORDINFO  infRecord;  
 15                                };  
                           } CEOIDINFO;

At a Glance   Header file:                Windbase.h  
                   Platforms:               H/PC  
 20                   Versions:              1.01 and later

Members       wObjType  
                   Type of the object. This member can be one of the  
                   following values:  
 25                   OBJTYPE\_INVALID  
                   The object store contains no valid object that has  
                   this object identifier.  
 30                   OBJTYPE\_FILE  
                   The object is a file.  
                   OBJTYPE\_DIRECTORY  
                   The object is a directory.  
 35                   OBJTYPE\_DATABASE  
                   The object is a database.  
                   OBJTYPE\_RECORD  
 40                   The object is a record inside a database.  
                   dwSize  
                   Must be set to the size of CEOIDINFOEX, that is,  
                   size(CEOIDINFOEX).  
 45                   wPad  
                   Aligns the structure on a double-word boundary.

**infFile**

A CEFILEINFO structure that contains information about a file. This member is valid only if wObjType is OBJTYPE\_FILE.

**infDirectory**

A CEDIRINFO structure that contains information about a directory. This member is valid only if wObjType is OBJTYPE\_DIRECTORY.

**infDatabase**

A CEDBASEINFO structure that contains information about a database. This member is valid only if wObjType is OBJTYPE\_DATABASE.

**infRecord**

A CERECORDINFO structure that contains information about a record in a database. This member is valid only if wObjType is OBJTYPE\_RECORD.

See Also

CEDBASEINFO, CEDIRINFO, CEFILEINFO, CERECORDINFO

**CEPROPVAL**

The CEPROPVAL structure contains a property value.

Syntax

```
typedef struct _CEPROPVAL {
    CEPROPID      propid;
    WORD          wLenData;
    WORD          wFlags;
    CEVALUNION    val;
} CEPROPVAL;
typedef CEPROPVAL *PCEPROPVAL;
```

At a Glance

Header file: Windbase.h  
 Platforms: H/PC  
 Versions: 1.01 and later

Members

**propid**

Identifier of the property value. The high-order word is an application-defined identifier, and the low-order word is a predefined constant value that indicates the data type of the value specified by the val member. The low-order word can be one of the following values:

**CEVT\_BLOB**

A CEBLOB structure.

	<b>CEVT_FILENAME</b>	A FILENAME structure.
5	<b>CEVT_I2</b>	A 16-bit signed integer.
	<b>CEVT_I4</b>	A 32-bit signed integer.
10	<b>CEVT_LPWSTR</b>	A null-terminated string.
15	<b>CEVT_UI2</b>	A 16-bit unsigned integer.
	<b>CEVT_UI4</b>	A 32-bit unsigned integer.
20	<b>wLenData</b>	Not used.
	<b>wFlags</b>	Special flags for the property. This parameter can be one of the following values:
25	<b>CEDB_PROPNOTFOUND</b>	Set by the CeReadRecordProps function if the property was not found.
30	<b>CEDB_PROPDELETE</b>	If passed to the CeWriteRecordProps function, this flag causes the property to be deleted.
35	<b>val</b>	Actual value for simple types, or a pointer for strings or Binary Large Objects (BLOBs).
	<b>Remarks</b>	When writing applications for Windows CE version 1.0, use the PEGPROPVAL structure.
40	<b>See Also</b>	CeReadRecordProps, CeSeekDatabase, CeWriteRecordProps

## 45 SORTORDERSPEC

The SORTORDERSPEC structure contains information about a sort order in a database.

5	Syntax	<pre>typedef struct _SORTORDERSPEC {     PEGPROPID    propid;     DWORD        dwFlags; } SORTORDERSPEC;</pre>
	At a Glance	<pre>Header file:    Windbase.h Platforms:      H/PC Versions:       1.0 and later</pre>
10	Members	<pre>propid     Specifies the identifier of the property to be sorted on.     Sorts on binary properties are not allowed.  dwFlags     Specifies the sort flags. This parameter can be a     combination of the following values:      CEDB_SORT_DESCENDING         The sort is done in descending order. By default,         the sort is done in ascending order.      CEDB_SORT_CASEINSENSITIVE         The sort operation is case sensitive. This value is         valid only for strings.      CEDB_SORT_UNKOWNFIRST         Records that do not contain this property are         placed before all the other records. By default,         such records are placed after all other records.      CEDB_SORT_GENERICORDER</pre>
	Remarks	<p>The system supports only simple sorts on a primary key. Records with the same key value are sorted in arbitrary order.</p>
35	See Also	<p>CeCreateDatabase, CeDBASEINFO</p>



**Detailed Description of a Position and Navigation API**

**IPosNav**

The IPosNav interface provides all the methods needed to utilize Apollo's GPS capabilities.

5		<u>Method</u>	<u>Description</u>
		IPosNav::CloseHandle	Closes a P&N device
		IPosNav::pnapiDeleteDeviceList	Deletes a linked list of PNDEVICE structures
10		IPosNav::pnapiFindDevices	Finds all connected P&N devices on the system
		IPosNav::pnapiGetData	Retrieves various types of data from a P&N device
15		IPosNav::pnapiOpenDevice	Opens a P&N device for communication
		IPosNav::pnapiSetData	Sends data to either the P&N device, or the registry
		IPosNav::pnapiStartDirectCall	Starts a call to get data from the P&N device
20		IPosNav::pnapiStopDirectCall	Stops a IPosNav::pnapiStartDirectCall that has been started
		IPosNav::pncnvBearingToVelocity	Converts a bearing and two speeds to East, North and Up velocities
25		IPosNav::pncnvDegreesToRadians	Converts latitude/longitude/altitude data from degrees to radians
		IPosNav::pncnvPNTMToWintm	Converts time, in PNTM format, to Win32 SYSTEMTIME format
30		IPosNav::pncnvRandiansToDegrees	Converts latitude/longitude/altitude data from degrees to radians
		IPosNav::pncnvVelocityToBearing	Converts North/East/Up velocity data to a bearing and two speeds
		IPosNav::pncnvWintmToPNTM	Converts time in Win32 format to PNTM format

35  
Remarks      The Position and Navigation API (PNAPI) for the AutoPC is a subset of the full PNAPI. The IPosNav interface handles most GPS-related tasks. The other interface, IDGPS, contains a small set of methods that are needed to support differential GPS.

**IPosNav::CloseHandle**

45      The IPosNav::CloseHandle method is used to close a P&N device.

Syntax      HRESULT CloseHandle (  
                              hPNDevice hPN,  
                              );

	Parameters	<i>hPN</i> Handle to the P&N device to be closed.
5	Return Values	<i>S_OK</i> Function succeeded.
		<i>E_FAIL</i> Unspecified error.
		<i>E_INVALIDARG</i> One or more arguments are invalid.
10		<i>E_NOTIMPL</i> Not implemented.
		<i>PNAPI_E_DEVICEUNAVAILABLE</i> P&N device not available (Unplugged? Dead?).
15		<i>PNAPI_E_MEMFREE</i> Memory/resource cannot be freed.
	Example	XX
20	Remarks	If this method is not called upon exiting, PNAPI resources will not be deleted.
		This method must wait for pending calls to finish before stopping calls to a P&N device. It may therefore take a second or two to return.
25		
	See Also	<i>IPosNav::pnapiOpenDevice</i>
30		
	<b><i>IPosNav::pnapiDeleteDeviceList</i></b>	
		The <i>IPosNav::pnapiDeleteDeviceList</i> method is used to delete a linked list of PNDEVICE structures
35	Syntax	<i>HRESULT pnapiDeleteDeviceList (</i> <i>pPNDEVICE pPNDeviceHead</i> <i>);</i>
40	Parameters	<i>pPNDeviceHead</i> Pointer to the first structure in the linked list.
	Return Values	<i>S_OK</i> Successful.
45	Errors	Returns the appropriate HRESULT error value.
	Remarks	After opening the selected P&N device(s), delete the PNDEVICE linked list by using the <i>pnapiDeleteDeviceList</i> function.

See Also IPosNav::pnapiFindDevices

## 5 IPosNav::pnapiFindDevices

The IPosNav::pnapiFindDevices method is used to find all connected pointing and navigation devices on the system.

10 Syntax HRESULT pnapiFindDevices (  
ppPNDEVICE ppDevArray  
DWORD \*pdwNumDev  
);

15 Parameters *pDevArray*  
Pointer to an array of PNDEVICE pointers. Returns the head of a linked list of PNDEVICE structures. The user should destroy this list with the pnapiDeleteDeviceList function.

20 *pdwNumDev*  
Returns the number of P&N devices found.

### Return Values S\_OK

25 E\_FAIL Function succeeded.  
E\_UNSPECIFIED Unspecified error.  
E\_INVALIDARG One or more arguments are invalid.  
30 E\_NOTIMPL Not implemented.  
TYPE\_E\_DLLFUNCTIONNOTFOUND Function not defined in specified DLL.  
REGDB\_E\_READREGDB Could not read key from registry.  
35 PNAPI\_E\_INVALIDREGDBVALUE Invalid value in registry.  
PNAPI\_E\_REGDBCLOSEKEY Can't close a registry key.  
40 PNAPI\_E\_MEMFREE Memory/resource cannot be freed.  
PNAPI\_E\_BADOS Invalid operating system version.  
E\_OUTOFMEMORY  
45 PNAPI has run out of memory.

Remarks The IPosNav::pnapiFindDevices method returns information for P&N devices in an 'unknown' status, but does not return data on a truly 'dead' P&N device.

See Also IPosNav::pnapiOpenDevice, IPosNav::pnapiDeleteDeviceList

## 5 IPosNav::pnapiGetData

The IPosNav::pnapiGetData method is used to get various types of data from a P&N device.

10 Syntax HRESULT pnapiGetData (  
hPNDevice *hPN*,  
LPVOID *pBuffer*,  
DWORD *dwSize*,  
PNData\_t *DataType*  
15 );

Parameters *hPN*

P&N handle for the P&N device to use.

*pBuffer*

20 Pointer to the buffer that will receive the data. If any part of the requested data cannot be found, the corresponding entry in the PNAV structure that will be part of the buffer is marked as invalid.

*dwSize*

25 Size of *pBuffer*.

*DataType*

Type of data to get from the P&N device. The following types of data can be requested.

Data Type	Description	Structure Type
PN_DT_POSITION	Long,lat,alt position data	PNPOSITION
PN_DT_VELOCITY	Velocity data	PNVELOCITY
PN_DT_DEVICESTATE	Device state data	PNDEVSTATE
PN_DT_TIME	Time data	PNTIME
PN_DT_TM	Time data	PNTM
PN_DT_ACCURACY	Accuracy data	PNACCURACY
PN_DT_STATION	Station data	PNSTATION
PN_DT_DEVICE	Device profile data	PNDEVICE
PN_DT_CONFIG	Configuration data	PNCONFIG
PN_DT_SETTINGS	Settings data	PNSETTINGS
PN_ST_DGPSSTATUS	Differential GPS status data	PNDGPSSTATUS
PN_DT_ALMANAC	Almanac data	PNALMANAC

30

Return Values S\_OK

Function succeeded.

E\_FAIL

Unspecified error.

35

E\_INVALIDARG

One or more arguments are invalid.

E\_NOTIMPL

Not implemented.

PNAPI\_E\_DEVICEUNAVAILABLE

P&N device not available.

5

PNAPI\_E\_STRUCTLOCKED

Data structure is locked.

PNAPI\_E\_NOCALLSTARTED

No call has been started yet.

10

PNAPI\_E\_NODATAYET

No data has been received from the P&N device yet.

Remarks

15

PNAPI allows various OEM defined PNDData\_t structures to be passed through this function so that specific features can be made available. The quantity of available calls can be found within the header file included with this document. These calls start at PN\_DT\_START\_c and end at PN\_DT\_END\_c. OEM vendors should provide details about how they have implemented these OEM defined PNDData\_t's.

20

All data is received from the P&N device *except* PNCONFIG data which is taken from the registry.

25

The almanac data is GPS specific and provides knowledge of the position of the satellites in the sky.

See Also

IPosNav::pnapiSetData, IPosNav::pnapiStartDirectCall

### 30 IPosNav::pnapiOpenDevice

The IPosNav::pnapiOpenDevice method is used to open communication with a GPS device.

35 Syntax

```
HRESULT pnapiOpenDevice (
    phPNDevice phPN,
    pPNDEVICE pDevice
);
```

40 Parameters

*phPN*

Handle to a Pointing and Navigation device (phPNDevice is declared as LPVOID). If successful, a valid P&N handle is returned via this parameter.

*pDevice*

45

Pointer to the PNDEVICE profile structure for the device to be opened. This structure is returned by pnapiFindDevices.

Return Values S\_OK

Function succeeded.

	<b>E_FAIL</b>	Unspecified error.
	<b>E_INVALIDARG</b>	One or more arguments are invalid.
5	<b>E_NOTIMPL</b>	Not implemented.
	<b>E_OUTOFMEMORY</b>	Ran out of memory.
10	<b>REGDB_E_READREGDB</b>	Could not read key from registry.
	<b>PNAPI_E_REGDBCLOSEKEY</b>	Can't close a registry key.
	<b>PNAPI_E_LOADDLL</b>	Can't load DLL.
15	<b>PNAPI_E_DEVICEUNAVAILABLE</b>	P&N device not available.
Remarks	PNAPI allows multiple applications to use a P&N device simultaneously. An application should first use <b>pnapiFindDevices</b> to locate the device. When the first application opens a P&N device, PNAPI initializes the P&N device according to the control panel settings (initializing a rough position and time). When a second application opens the same P&N device, PNAPI does not initialize the P&N device a second time.	
20		
25	Close the P&N device using the <b>CloseHandle</b> function.	
See Also	<b>IPosNav::pnapiFindDevices</b> , <b>IPosNav::CloseHandle</b>	
30		
	<b>IPosNav::pnapiSetData</b>	
35	The <b>IPosNav::pnapiSetData</b> method is used to send data to either the P&N device, or the registry.	
Syntax	<b>HRESULT</b> <b>pnapiSetData</b> ( <b>hPNDevice</b> <i>hPN</i> , <b>LPVOID</b> <i>pBuffer</i> , <b>DWORD</b> <i>dwSize</i> , <b>PNData_t</b> <i>Data_Type</i> );	
40		
Parameters	<i>hPN</i>	
45	Handle for the P&N device to use.	
	<i>pBuffer</i>	Pointer to a buffer to hold the data. The format is determined by <i>Data_Type</i> .
	<i>dwSize</i>	Size of <i>pBuffer</i> , in bytes.

*Data\_Type*

Type of data to set. The supported data types are:

Data Type	Description	Structure Type
PN_DT_POSITION	Long,lat,alt position data	PNPOSITION
PN_DT_VELOCITY	Velocity data	PNVELOCITY
PN_DT_DEVICESTATE	Device state data	PNDEVSTATE
PN_DT_TIME	Time data	PNTIME
PN_DT_TM	Time data	PNTM
PN_DT_ACCURACY	Accuracy data	PNACCURACY
PN_DT_STATION	Station data	PNSTATION
PN_DT_DEVICE	Device profile data	PNDEVICE
PN_DT_CONFIG	Configuration data	PNCONFIG
PN_DT_SETTINGS	Settings data	PNSETTINGS
PN_DT_DGPSSTATUS	Differential GPS status data	PNDGPSSTATUS
PN_DT_ALMANAC	Almanac data	PNALMANAC

5	Return Values	<u>Return Value</u>	<u>Meaning</u>
		S_OK	Function succeeded.
		E_FAIL	Unspecified error.
		E_INVALIDARG	One or more arguments are invalid.
10		E_NOTIMPL	Not implemented.
		PNAPI_E_DEVICEUNAVAILABLE	P&N device not available.
15		PNAPI_E_NOACCESS	Application has insufficient access rights.

20	Remarks	The position, time can be set to allow the P&N device to find its position more quickly.
25		The configuration data in the PNCONFIG structure will be stored in the registry by this function. The settings contained will also be used to update the configuration of the P&N device. If any parameters do not apply to the P&N device, then they will be ignored by PNAPI.
30		Almanac data is GPS specific and is received from the P&N device by the IPosNav::pnapiGetData or IPosNav::pnapiStartDirectCall function. The almanac details are stored in the registry only through the PNCONFIG structure. The almanac data should not be altered in any way. It provides accurate information about the GPS satellites' position at any one time. If almanac data is passed to this function, the system may be able to get a fix faster.
35		



PNAPI allows various OEM defined PNDData\_t objects (structures, usually) to be passed through this function so that specific features can be made available. The quantity of available calls can be found within the header file included with this document. These calls start at PN\_DT\_START\_c and end at PN\_DT\_END\_c. OEM vendors should provide details about how they have implemented these OEM defined PNDData\_t's.

All data is sent to the P&N device *except* PNCONFIG data which is sent to the registry.

Only applications with READ/WRITE access can use this function - the exception being when the user wishes to change access rights.

The PNTIME structure should contain a fairly accurate time in UTC (Universal Coordinated Time - also known as Greenwich mean time).

See Also IPosNav::pnapiGetData, IPosNav::pnapiStartDirectCall

#### IPosNav::pnapiStartCall

The IPosNav::pnapiStartCall method starts a call to get data from the P&N device and place it in PNAPI data structures.

Syntax

```
HRESULT pnapiStartCall (
    hPNDevice hPN,
    PNDData_t Call,
    DWORD dwPeriod,
);
```

Parameters *hPN*

The P&N device handle.

*Call*

Type of call to get from P&N device. All PNDData\_t calls valid for the pnapiGetData function can be used for *Call*.

*dwPeriod*

Time period between updates of data, in milliseconds. If *dwPeriod*=0, only one call will be made. If *dwPeriod*=1, the call can be made as rapidly as the device permits.

Return Values S\_OK

Function succeeded.

E\_FAIL

Unspecified error.

- E\_INVALIDARG**  
One or more arguments are invalid.
- N\_NOTIMPL**  
Not implemented.
- 5 **PNAPI\_E\_DEVICEUNAVAILABLE**  
P&N device not available.
- PNAPI\_E\_DATAUNAVAILABLE**  
Data unavailable.
- 10 **PNAPI\_S\_CALLALREADYSTARTED**  
(Warning) Call already started.
- PNAPI\_S\_PERIODTOOSMALL**  
(Warning) P&N device unable to support a call period as fast as that being requested.
- 15 **Remarks** This method instructs the device to update its associated data structures at specified intervals. It enables a user to get the most recent data using the `pnapiGetData` method from the P&N device's data structures within PNAPI as often as needed.
- 20 **See Also** `IPosNav::pnapiStopCall`, `IPosNav::pnapiGetData`

### **IPosNav::pnapiStartDirectCall**

- 25 The `IPosNav::pnapiStartDirectCall` method starts a call to get data from the P&N device.
- 30 **Syntax** `HRESULT pnapiStartDirectCall (`  
`hPNDevice hPN,`  
`PNData_t Call,`  
`DWORD dwPeriod,`  
`HWND hWnd`  
`);`
- 35 **Parameters** *hPN* The P&N device handle.
- Call* Type of call to get from P&N device. All `PNData_t` calls valid for the `pnapiGetData` function can be used for *Call*.
- 40 *dwPeriod* Time period between updates of data, in milliseconds.
- hWnd* The *HWND* that will receive messages informing the user that the data has been updated, and receive the data.
- 45 **Return Values** `S_OK`  
Function succeeded.

- E\_FAIL  
Unspecified error.
- E\_INVALIDARG  
One or more arguments are invalid.
- 5 E\_NOTIMPL  
Not implemented.
- PNAPI\_E\_DEVICEUNAVAILABLE  
P&N device not available (Unplugged? Dead?).
- 10 PNAPI\_S\_CALLALREADYSTARTED  
(Warning) Call already started.
- PNAPI\_S\_PERIODTOOSMALL  
(Warning) P&N device unable to support a call period as fast as that being requested.
- 15 Remarks Like pnapiGetData, this method allows the OEM defined PNDData\_t's to be used. For more information, see the pnapiGetData method. All data is received from the P&N device *except* PNCONFIG data which is taken from the registry.
- 20 This method will get the requested data every *dwPeriod*, and then post a message to the owner window. The time between updates, *dwPeriod*, is in milliseconds, so presently calls of a period of >2 weeks can be made. If *dwPeriod*=0 then only one call will be made. If *dwPeriod*=1 then the call will be made as rapidly as the
- 25 P&N device will allow. OEMs should specify in their documentation the maximum and minimum periods that their P&N devices support.
- 30 When data is received from the P&N device, PNAPI posts a WM\_COPYDATA message. The LPARAM parameter contains a COPYDATASTRUCT structure which contains two parameters – *dwData* and *lpData*. *dwData* specifies the type of data being passed. *lpData* is a pointer to the relevant structure cast to an LPVOID. See WM\_COPYDATA notes in Win32 help for more
- 35 information.

UINT	dwData	lpData	Meaning
WM_COPYDATA	PN_DT_POSITION	Pointer to PNPOSITION data	PNPOSITION data has been returned
WM_COPYDATA	PN_DT_VELOCITY	Pointer to PNVELOCITY data	PNVELOCITY data has been returned
WM_COPYDATA	PN_DT_TIME	Pointer to PNTIME data	PNTIME data has been returned
WM_COPYDATA	PN_DT_DEVICESTATE	Pointer to PNDEVSTATE data	PNDEVSTATE data has been returned

WM_COPYDATA	PN_DT_ACCURACY	Pointer to PNACCURACY data	PNACCURACY data has been returned
WM_COPYDATA	PN_DT_STATION	Pointer to PNSTATION data	PNSTATION data has been returned
WM_COPYDATA	PN_DT_CONFIG	Pointer to PNCONFIG data	PNCONFIG data has been returned
WM_COPYDATA	PN_DT_ALMANAC	Pointer to PNALMANAC data	PNALMANAC data has been returned
WM_COPYDATA	PN_DT_SETTINGS	Pointer to PNSETTINGS data	PNSETTINGS data has been returned

See Also IPosNav::pnapiStopDirectCall, IPosNav::pnapiGetData

5

### IPosNav::pnapiStopCall

10

The IPosNav::pnapiStopCall method is used to stop a IPosNav::pnapiStartCall that has been started.

Syntax

```
HRESULT pnapiStopCall (
    hPNDevice hPN,
    PNData_t Call
);
```

15

Parameters

*hPN*

The P&N device handle.

*Call*

20

Type of call to stop. All calls that are valid for the IPosNav::pnapiStartCall function are valid for the IPosNav::pnapiStopCall function.

Return Values S\_OK

25

Function succeeded.

E\_FAIL

Unspecified error.

E\_INVALIDARG

One or more arguments are invalid.

30

E\_NOTIMPL

Not implemented.

PNAPI\_E\_DEVICEUNAVAILABLE

P&N device not available (Unplugged? Dead?).

**PNAPI\_E\_NOCALLSTARTED**

No call has been started yet.

5      Remarks      If a call has been started (using IPosNav::pnapiStartCall) with a period of 0, then it does not need to be stopped with IPosNav::pnapiStopCall. A period of 0 indicates that the call is made only once, and then it is automatically stopped.

10      See Also      IPosNav::pnapiStartCall

**IPosNav::pnapiStopDirectCall**

15                      The IPosNav::pnapiStopDirectCall method is used to stop a IPosNav::pnapiStartDirectCall that has been started.

20      Syntax      HRESULT pnapiStopDirectCall (  
                         hPNDevice *hPN*,  
                         PNDData\_t *Call*  
                         );

25      Parameters    *hPN*                      The P&N device handle.  
*Call*                      Type of call to stop. All calls that are valid for the IPosNav::pnapiStartDirectCall function are valid for the IPosNav::pnapiStopDirectCall function.

30      Return Values S\_OK                      Function succeeded.  
                         E\_FAIL                      Unspecified error.  
35                      E\_INVALIDARG                      One or more arguments are invalid.  
                         E\_NOTIMPL                      Not implemented.  
                         PNAPI\_E\_DEVICEUNAVAILABLE                      P&N device not available (Unplugged? Dead?).  
40                      PNAPI\_E\_NOCALLSTARTED                      No call has yet been started.

45      Remarks      If a call has been started (using IPosNav::pnapiStartDirectCall) with a period of 0, then this call does not need to be stopped with IPosNav::pnapiStopDirectCall. A period of 0 indicates that the call is made only once, and then is automatically stopped.

See Also      IPosNav::pnapiStartDirectCall

**IPosNav::pncnvBearingToVelocity**

5                   The IPosNav::pncnvBearingToVelocity method is used to convert a bearing and two speeds to East, North and Up velocities.

Syntax           HRESULT pncnvVelocityToBearing (  
10                   const pPNVELENU *pENUVel*,  
                  pPNVELBEAR *pBearVel*,  
                  );

Parameters      *pENUVel*  
15                   Pointer to a PNVELENU structure holding the velocity data.  
                  *pBearVel*  
                  Pointer to a PNVELBEAR structure holding the bearing data.

20   See Also      IPosNav::pncnvVelocityToBearing, PNVELENU, PNVELBEAR

**IPosNav::pncnvDegreesToRadians**

25                   The IPosNav::pncnvDegreesToRadians method is used to convert latitude/longitude/altitude data from degrees to radians.

Syntax           HRESULT pncnvDegreesToRadians (  
30                   pPNPOSLLA *pLLAPos*  
                  );

Parameters      *pLLAPos*  
35                   Pointer to a PNPOSLLA structure containing the latitude/longitude/altitude data. The structure is returned with the same position in radians.

Return Values S\_OK

40                   Function succeeded.  
                  E\_INVALIDARG  
                  One or more arguments are invalid.

See Also        IPosNav::pncnvRadiansToDegrees, PNPOSLLA

45

**IPosNav::pncnvPNTMToWintm**

The IPosNav::pncnvPNTMToWintm method is used to convert time, in PNTM format, to Win32 SYSTEMTIME format.

5

Syntax      HRESULT pncnvPNTMToWintm (  
                  PNTM *pNTM*,  
                  const SYSTEMTIME *pTime*,  
                  );

10

Parameters    *pNTM*

The time to be converted, in PNTM format.

*pTime*

Receives the returned Win32 SYSTEMTIME formatted time.

15

Return Values S\_OK

Function succeeded.

E\_FAIL

Unspecified error.

20

E\_INVALIDARG

One or more arguments are invalid.

See Also      IPosNav::pncnvWintmToPNTM, PNTM

25

**IPosNav::pncnvRadiansToDegrees**

30

The IPosNav::pncnvRadiansToDegrees method is used to convert latitude/longitude/altitude data from radians to degrees.

Syntax      HRESULT pncnvRadiansToDegrees (  
                  pPNPOSLLA *pLLAPos*  
                  );

35

Parameters    *pLLAPos*

Pointer to a PNPOSLLA structure containing the latitude/longitude/altitude data. The structure is returned with the same position in degrees.

40

Return Values S\_OK

Function succeeded.

E\_INVALIDARG

One or more arguments are invalid.

45

See also.      IPosNav::pncnvDegreesToRadians, PNPOSLLA

**IPosNav::pncnvVelocityToBearing**

The IPosNav::pncnvVelocityToBearing method is used to convert North/East/Up velocity data to a bearing and two speeds.

5

Syntax      HRESULT pncnvVelocityToBearing (  
                  pPNVELBEAR *pBearVel*,  
                  const pPNVELENU *pENUVel*,  
                  );

10

Parameters    *pBearVel*  
                  Pointer to a PNVELBEAR structure to hold the bearing data.

*pENUVel*

15

Pointer to a PNVELENU structure holding the velocity data.

Return values S\_OK

Function succeeded.

20

E\_INVALIDARG

One or more arguments are invalid.

See Also      IPosNav::pncnvBearingToVelocity, PNVELENU

25

**IPosNav::pncnvWintmToPNTM**

The IPosNav::pncnvWintmPNTM method is used to convert time in Win32 format to PNTM format.

30

Syntax      HRESULT pncnvWintmPNTM (  
                  const SYSTEMTIME *pTime*,  
                  PNTM *pNTM*,  
                  );

35

Parameters    *pTime*  
                  The time to be converted, in Win32 SYSTEMTIME format.

40

*pNTM*

Receives the returned PNTM formatted time.

Return values S\_OK

Function succeeded.

45

E\_FAIL

Unspecified error.

E\_INVALIDARG

One or more arguments are invalid.



See Also IPosNav::pncnvPNTMToWintm

## IDGPS

5

The IDGPS interface provides methods to handle differential GPS devices.

10	Method	Description
	IDGPS::Close	Closes a DGPS device
	IDGPS::GetRTCM	Gets an RTCM message from a DGPS device
	IDGPS::GetServiceQuality	Gets the DGPS service quality
	IDGPS::Open	Opens a DGPS device

15

Remarks The IDGPS interface contains a smaller set of methods that are needed to support differential GPS.

20

Because of the variety of ways DGPS can be handled, this SDK only provides a definition of the IDGPS interface, not an implementation. To utilize DGPS, developers must create an object which exposes the IDGPS interface, along with whatever code is necessary for such tasks as managing communication with the base station. The details of the IDGPS implementation will depend on the specifics of the particular DGPS system.

25

See Also IPosNav

30

### IDGPS::Close

The IDGPS::Close method is used to close a DGPS device.

35 Syntax HRESULT Close (void);

Parameters None

Return Values S\_OK  
40 Method succeeded.  
E\_FAIL  
Method failed.

See Also IDGPS::Open

45

## IDGPS::GetRTCM

5 The IDGPS::GetRTCM method gets a Radio Technical Commission for Maritime Service (RTCM) message from the DGPS device.

	Syntax	HRESULT GetRTCM (
		DWORD <i>dwMessageID</i>
10		PVOID <i>pData</i>
		DWORD <i>dwSize</i>
		);
	Parameters	<i>dwMessageID</i>
		The RTCM message number (in).
15		<i>pData</i>
		Pointer to a buffer to store the returned RTCM message (out).
		<i>dwSize</i>
		The size of the structure being passed (out).
20	Return Values	S_OK
		Method failed.
		E_FAIL
		Unspecified error.

## IDGPS::GetServiceQuality

30 The IDGPS::GetServiceQuality method is used to determine the quality of support this DGPS service can provide.

```

35 Syntax      HRESULT GetServiceQuality (
                DWORD &rdwMessage
                DWORD &rdwUpdateRate
                );

Parameters    rdwMessage
                Holds the DGPS service quality.  rdwUpdateRate
40
                Holds the fastest rate that this DGPS service can hope to
                update its fastest RTCM message.

Return Values S_OK
45             Method succeeded.
             E_FAIL
             Method failed.

```

**IDGPS::Open**

- 5                   The IDGPS::Open method is used to open a DGPS device.
- Syntax        HRESULT Open (void);
- Parameters    None
- 10   Return Values S\_OK           Method succeeded.  
                  E\_FAIL         Method failed.
- 15   See Also     IDGPS::Close

**Detailed Description of Data Structures for a Position and Navigation API**

## CHAPTER 19

## PN3State\_t

5 Enumerates a set of available modes.

	Constant	Value	Description
	PN_3S_FALSE	0	Off, or FALSE position
	PN_3S_TRUE	1	On, or TRUE position
10	PN_3S_OTHER	2	Other, or indeterminate position

## 15 PNAccess\_t

Enumerates the access rights that the P&N device can supply to the application.

	Constant	Value	Meaning
	PN_AS_READWRITE	MIN_PNACCESS_T	P&N device has full access rights
25	PN_AS_READ	MAX_PNACCESS_T	P&N device has partial access rights (allows user to only receive data from the P&N device).

30

## PNACCURACY

Stores accuracy details about the position supplied by the P&N device and the time these details were last updated.

35

typedef struct tagPNACCURACY

```

{
    DWORD          dwStructureSize;
    PNTIME         tiTime;
    PNDouble       dHorizError;
    PNDouble       dVerticalError;
    PNDouble       dEDOP;
    PNDouble       dNDOP;
    PNDouble       dVDOP;
    PNDouble       dPDOP;
    PNDouble       dTDOP;
    PNDouble       dGDOP;
    PNAVACCURACY  acAvAccuracy;
    DWORD         dwPNReserved;

```

} PNACCURACY;

Members	dwStructureSize	The size, in bytes, of the structure.
5	tiTime	The time the data was received.
	dHorizError	Not used by Windows CE.
	dVerticalError	Not used by Windows CE.
10	dEDOP	East dilution of precision.
	dNDOP	North dilution of precision.
15	dVDOP	Vertical dilution of precision.
	dPDOP	Position dilution of precision.
	dTDOP	Time dilution of precision.
	dGDOP	Geometric dilution of precision.
	acAvAccuracy	Stores which elements of acAvAccuracy of are valid and which are not.
25	dwPNReserved	Reserved for future use by PNAPI.

30

# PNALMANAC

Stores GPS almanac details.

35	typedef struct tagPNALMANAC	
	{	
	DWORD	dwStructureSize;
	PNTIME	tiTime;
	PNSATELLITE	saSatellite (PN_NUM_SATS_c);
40	DWORD	dwPNReserved;
	} PNALMANAC;	

Members	dwStructureSize	The size, in bytes, of the structure.
45	tiTime	Time data was collected.
	saSatellite	Satellite information.
	dwPNReserved	

Reserved for future use by PNAPI.

Remarks The index number for each PNSATELLITE structure is  
5 PRN#/SVID of the satellite in question. However, as the index  
number goes from 0-31, the index number+1 = PRN#/SVID.

*tiTime* stores the time this almanac data was collected. To be  
precise, it is the time the first piece of satellite information was  
received.

10

### PNNAVACCURACY

15 Stores which PNACCURACY elements are valid and which are  
not.

```
typedef struct tagPNNAVACCURACY
{
20     DWORD    dwStructureSize
        DWORD    dwAvl;
        DWORD    dwPNReserved;
} PNAVACCURACY
```

25 Members dwStructureSize  
The size, in bytes, of the structure.  
dwAvl  
The dwAvl parameter contains bit flags – one for each  
30 element in the corresponding PNACCURACY structure  
that shows whether the element is available. The  
following bit flags are defined for this structure:

Name	Bit Flag	Meaning
PN_AAC_AHORIZERROR	0	Not used by Windows CE.
35 PN_AAC_AVERTICALERROR	1	Not used by Windows CE.
PN_AAC_EDOP	2	EDOP valid / invalid.
PN_AAC_NDOP	3	NDOP valid / invalid.
PN_AAC_VDOP	4	VDOP valid / invalid.
PN_AAC_PDOP	5	PDOP valid / invalid.
40 PN_AAC_TDOP	6	TDOP valid / invalid.
PN_AAC_GDOP	7	GDOP valid / invalid.
Reserved for future use.	8-31	

45 dwPNReserved  
Reserved for future use by PNAPI.

**PNAVDEVSTATE**

5 Stores which DEVSTATE elements are valid and which are not.

```

typedef struct tagPNAVDEVSTATE
{
    DWORD    dwStructureSize;
    DWORD    dwAvl;
    DWORD    wPNReserved
} PNAVDEVSTATE;
  
```

Members dwStructureSize  
The size, in bytes, of the structure.

15 dwAvl  
The dwAvl parameter contains bit flags – one for each element in the corresponding PNDEVSTATE structure that shows whether the element is available. The following bit flag is defined for this structure:

Name	Bit Flag	Meaning
PN_ADS_STATE	0	Device state valid / invalid.
Reserved for future use	1-31	

25 dwPNReserved  
Reserved for future use by PNAPI.

**30 PNAVDGPSSTATUS**

Holds status information for differential GPS.

```

35 typedef struct tagPNAVDGPSSTATUS
{
    DWORD    dwStructureSize;
    DWORD    dwAvl;
    DWORD    dwPNReserved;
} PNAVDGPSSTATUS;
  
```

40 Members dwStructureSize  
The size, in bytes, of the structure.

dwAvl  
TBD.

45 dwPNReserved  
Reserved.



**PNAVINDSTATION**

5 Shows which PNINDSTATION elements are valid and which are not.

```

typedef struct tagPNAVINDSTATION
{
    10     DWORD    dwStructureSize;
        DWORD    dwAvl;
        DWORD    dwPNReserved;
    } PNAVINDSTATION;

```

Members      dwStructureSize  
 15              The size, in bytes, of the structure.  
              dwAvl  
                  The dwAvl parameter contains bit flags – one for each  
                  element in the corresponding PNINDSTATION structure.  
                  The following bit flags are defined for this structure:

20	Name	Bit Flag	Meaning
	PN_ASI_STATE	0	Station state valid / invalid.
	PN_ASI_STATIONIDNUM	1	Station ID number valid / invalid.
	PN_ASI_USED	2	fUsed parameter valid / invalid.
25	PN_ASI_ELEVATION	3	Satellite elevation valid / invalid.
	PN_ASI_SATAZIMUTH	4	Satellite azimuth valid / invalid.
	PN_ASI_SIGNALSTRENGTH	5	Signal strength valid / invalid.
	PN_ASI_COVERAGE	6	Not used by Windows CE.
	Reserved for future use.	7-31	

30              dwPNReserved  
                  Reserved for future use by PNAPI.

35 **PNAVPOSLLA**

Shows which of the position elements are valid. It is intended to mirror PNPOSLLA structure.

```

40 typedef struct tagPNAVPOSLLA
    {
        DWORD    dwStructureSize;
        45     DWORD    dwAvl;
        DWORD    dwPNReserved;
    } PNAVPOSLLA;

```

Members      dwStructureSize  
                  The size, in bytes, of the structure.

dwAvl

5

The *dwAvl* parameter contains bit flags – one for each element in the corresponding PNPOSLLA structure that shows whether the element is available. The following bit flags are defined for this structure:

Name	Bit Flag	Meaning
PN_APL_LONG	0	Longitude valid / invalid.
PN_APL_LAT	1	Latitude valid / invalid.
PN_APL_ALT	2	Altitude valid / invalid.
PN_APL_RADIANS	3	Radians parameter valid / invalid.
Reserved for future use.	4-31	

15

dwPNReserved

Reserved for future use by PNAPI.

## 20 PNAVSATELLITE

Shows which PNSATELLITE elements are valid and which are not.

25

typedef struct tagPNAVSATELLITE

{

DWORD dwStructureSize;

DWORD dwAvl;

DWORD dwPNReserved;

30

} PNAVSATELLITE;

Members

dwStructureSize

The size, in bytes, of the structure.

dwAvl

35

The *dwAvl* parameter contains bit flags – one for each element in the corresponding PNSATELLITE structure that shows whether the element is available. The following bit flags are defined for this structure:

40

Name	Bit Flag	Meaning
PN_ASA_SETDATA	0	Not used by Windows CE.
PN_ASA_PRN	1	PRN# valid / invalid.
PN_ASA_SATHEALTH	2	Satellite health valid / invalid.
PN_ASA_REFWEEKNUMBER	3	Reference week number valid / invalid.
PN_ASA_REFTIMEOFWEEK	4	Referenced time of week valid / invalid.
PN_ASA_ECCENTRICITY	5	Eccentricity valid / invalid.

	PN_ASA_ROOTSEMIMAJORAXIS	6	Square root semi-major axis valid / invalid.
	PN_ASA_ARGUMENTOFPERIGEE	7	Argument of perigee valid / invalid.
5	PN_ASA_MEANANOMALYATREFTIME	8	Mean anomaly at reference time valid / invalid.
	PN_ASA_RIGHTASCENSIONATREFTIME	9	Right ascension at reference time valid / invalid.
10	PN_ASA_RATERIGHTASCENSION	10	Rate of right ascension valid / invalid.
	PN_ASA_CORRECTTOINCLINATION	11	Correction to inclination valid / invalid.
	PN_ASA_AF0CLOCKCORRECT	12	AF0 clock correction valid / invalid
15	PN_ASA_AF1CLOCKCORRECT	13	AF1 clock correction valid / invalid.
	Reserve for future use.	14-31	
20	dwPNReserved Reserved for future use by PNAPI.		

## PNAVSETTINGS

25	Shows which PNSETTINGS elements are valid and which are not.		
30	<pre>typedef struct tagPNAVSETTINGS {     DWORD    dwStructureSize;     DWORD    dwAvl;     DWORD    dwPNReserved; } PNAVSETTINGS;</pre>		
35	Members	dwStructureSize	The size, in bytes, of the structure.
40		dwAvl	The <i>dwAvl</i> parameter contains bit flags – one for each element in the corresponding PNSETTINGS structure that shows whether the element is available. The following bit flags are defined for this structure:

	Name	Bit Flag	Meaning
45	PN_ASE_MODE	0	Not used by Windows CE.
	PN_ASE_DGPSENABLE	1	Enable differential GPS.
	PN_ASE_DRENABLE	2	Enable dead reckoning.
	PN_ASE_DGPSTIMEOUT	3	DGPS timeout.
	PN_ASE_DGPS2DENABLE	4	Not used by Windows CE.

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	PN_ASE_DGPS2DTIMEOUT	5	Not used by Windows CE.
	PN_ASE_DATUM	6	Datum valid / invalid.
	PN_ASE_POWERSTATE	7	Power state valid / invalid.
	PN_ASE_ALTITUDEHOLD	8	Not used by Windows CE.
5	PN_ASE_AHALTITUDE	9	Not used by Windows CE.
	PN_ASE_2DPOSMODE	10	Not used by Windows CE.
	PN_ASE_2DALTITUDE	11	Not used by Windows CE.
	PN_ASE_ENVIRONMENT	12	Environment valid / invalid.
	PN_ASE_ACCESS	13	Access rights valid / invalid.
10	Reserved for future use.	14-31	

dwPNReserved

Reserved for future use by PNAPI.

15

**PNAVSTATION**

Shows which PNSTATION elements are valid and which are not.

20

typedef struct tagPNAVSTATION

{

DWORD dwStructureSize;

DWORD dwAvl;

25

DWORD dwPNReserved;

} PNAVSTATION;

Members

dwStructureSize

The size, in bytes, of the structure.

30

dwAvl

The dwAvl parameter contains bit flags – one for each element in the corresponding PNSTATION structure that shows whether the element is available. The following bit flags are defined for this structure.

35

Name	Bit Flag	Meaning
PN_ASN_NUMAVAILABLE	0	Not used by Windows CE.
PN_ASN_NUMUSED	1	Number stations used valid / invalid.

40

Reserved for future use.

2-31

dwPNReserved

Reserved for future by PNAPI.

45

**PNAVTM**

Stores which PNTM elements are valid and which are not.

Syntax	typedef struct tagPNAVTM																
	{																
	DWORD	dwStructureSize;															
	DWORD	dwAvl;															
5	DWORD	dwPNReserved;															
	} PNAVTM;																
Members	dwStructureSize																
	The size, in bytes, of the structure.																
10	dwAvl																
	The <i>dwAvl</i> parameter contains bit flags – one for each element in the corresponding PNTM structure that shows whether the element is available. The following bit flags are defined for this structure:																
15	<table> <tr> <th>Name</th><th>Bit Flag</th><th>Meaning</th></tr> <tr> <td>PN_ATM_MILLISEC</td><td>0</td><td>Millisecond valid / invalid.</td></tr> <tr> <td>PN_ATM_DAY</td><td>1</td><td>Day valid / invalid.</td></tr> <tr> <td>Reserved for future use.</td><td>2-31</td><td></td></tr> </table>		Name	Bit Flag	Meaning	PN_ATM_MILLISEC	0	Millisecond valid / invalid.	PN_ATM_DAY	1	Day valid / invalid.	Reserved for future use.	2-31				
Name	Bit Flag	Meaning															
PN_ATM_MILLISEC	0	Millisecond valid / invalid.															
PN_ATM_DAY	1	Day valid / invalid.															
Reserved for future use.	2-31																
20	dwPNReserved																
	Reserved for future use by PNAPI.																
25	PNAVVELENU																
	Shows which velocity elements are valid and which are not.																
30	typedef struct tagPNAVVELENU																
	{																
	DWORD	dwStructureSize;															
	DWORD	dwAvl;															
35	DWORD	dwPNReserved;															
	} PNAVVELENU;																
Members	dwStructureSize																
	The size, in bytes, of the structure.																
40	dwAvl																
	The <i>dwAvl</i> parameter contains bit flags – one for each element in the corresponding PNVELENU structure. They show whether the element is available. The following bit flags are defined for this structure:																
45	<table> <tr> <th>Name</th><th>Bit Flag</th><th>Meaning</th></tr> <tr> <td>PN_AVN_EAST</td><td>0</td><td>East velocity valid / invalid.</td></tr> <tr> <td>PN_AVN_NORTH</td><td>1</td><td>North velocity valid / invalid.</td></tr> <tr> <td>PN_AVN_UP</td><td>2</td><td>Up velocity valid / invalid.</td></tr> <tr> <td>Reserved for future use.</td><td>3-31</td><td></td></tr> </table>		Name	Bit Flag	Meaning	PN_AVN_EAST	0	East velocity valid / invalid.	PN_AVN_NORTH	1	North velocity valid / invalid.	PN_AVN_UP	2	Up velocity valid / invalid.	Reserved for future use.	3-31	
Name	Bit Flag	Meaning															
PN_AVN_EAST	0	East velocity valid / invalid.															
PN_AVN_NORTH	1	North velocity valid / invalid.															
PN_AVN_UP	2	Up velocity valid / invalid.															
Reserved for future use.	3-31																

dwPNReserved  
Reserved for future use.

5

**PNCONFIG**

10

Stores the data that goes into the registry as saved configuration data for this P&N device.

typedef struct tagPNCONFIG

15

```

    {
        DWORD          dwStructureSize;
        PNPOSITION      poPositionData;
        PNACCURACY       acAccuracy;
        PNPOSITION      poStaticRefPos;
        PNALMANAC        alAlmanac;
        PNSETTINGS       seSettings;
        PNBool          fInitAlmanac;
        PNBool          fInitPosition;
        PNBool          fInitTime;
        DWORD          dwPNReserved;
    } PNCONFIG;

```

25

**Members**

30

dwStructureSize  
The size, in bytes, of the structure.

poPositionData  
Holds position and time it was found. Only PNPOSLLA portion used by Windows CE.

acAccuracy  
Not used by Windows CE.

poStaticRefPos  
Not used by Windows CE.

35

alAlmanac  
Almanac data.

seSettings  
Not used by Windows CE.

40

fInitAlmanac  
Whether almanac will be initialized on start up.

fInitPosition  
Whether position will be initialized on start up.

fInitTime  
Whether the time will be initialized on start up.

45

dwPNReserved  
Reserved for future use by PNAPI.

Remarks All position data stored in these structures is stored in Longitude, Latitude, Altitude format in radians. If any structure contains a tiTime parameter, it shows when the data was gathered.

5 Note: all values in the PNCONFIG structure go to the registry. No information is passed to the device.

### PNData\_t

10

PNdata\_t enumerates the types of data to be used by functions such as pnapiGetData and pnapiSetData.

	Data Type	Description
15	PN_DT_ALL	All PNData_ts fields.
	PN_DT_POSITION	Longitude, latitude, altitude position data (PNPOSLLA format).
	PN_DT_VELOCITY	Velocity data (PNVELOCITY format).
20	PN_DT_DEVICESTATE	Device state data (PNDEVSTATE format).
	PN_DT_TIME	Time data (PNTIME format).
	PN_DT_TM	Time data (PNTM format).
25	PN_DT_ACCURACY	Accuracy data (PNACCURACY format).
	PN_DT_STATION	Station data (PNSTATION format).
	PN_DT_DEVICE	Device profile data (PNDEVICE format).
30	PN_DT_CONFIG	Configuration data (PNCONFIG format).
	PN_DT_SETTINGS	Settings data (PNSETTINGS format).
	PN_DT_STATICREFPOS	Not used by Windows CE.
35	PN_DT_DGPSSTATUS	Diff GPS status data (PNDGPSSTATUS format).
	PN_DT_RTCM1	Not used by Windows CE.
	PN_DT_ALMANAC	Almanac data (PNALMANAC format).
40	PN_DT_STATUS	Not used by Windows CE.
	PN_DT_RESET	Not used by Windows CE.

### PNDatum\_t

45

Enumerates the links between datum and datum code.

Constant	Value	Meaning
PN_DA_WGS84	0	World Geodetic System 1984

Remarks Only WGS84 is valid.

5

**PNDEVICE**

10

The PNDEVICE structure contains a profile of a GPS device. In the case of multiple devices, the last element in the structure is a pointer to another PNDEVICE structure, and can be used to form a linked list of structures.

15

```
typedef struct tagPNDEVICE
```

```
{
```

20

```
    DWORD    dwStructureSize;
    WCHAR     szManufacturer [PN_MNFCT_SIZE_c];
    WCHAR     szModel [PN_MODEL_SIZE_c];
    PNReceiver_trtReceiverType;
    DWORD     dwUseCount;
    DWORD     dwQuality;
    WCHAR     szComPort [PN_COM_PORT_LEN_c];
    WCHAR     szRegRoot [PN_REG_PATH_LEN_c];
    DWORD     dwComPort;
    DWORD     dwPNReserved;
    struct tagPNDEVICE* pNext;
```

25

```
} PNDEVICE;
```

**Members**

30

dwStructureSize

The size, in bytes, of the structure.

szManufacturer

Not used by Windows CE.

szModel

The GPS chip manufacture and model name.

35

rtReceiverType

Not used by Windows CE.

dwUseCount

Number of applications that are currently using this device.

40

dwQuality

Quality of data this device can deliver (the lower the number the better it is).

100

Highest quality service. Supports all PNAPI features.

45

200

Rockwell/Trimble binary standard. Supports most PNAPI features.



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	300	Garmin standard. Supports not quite as many features as 200.
5	400	NMEA V2.1 standard. Supports some features.
	500	NMEA V2.0 / V1.5 standard.
	600	NMEA V1.0 standard.
10	700	Will support basic position and not much else.
	800	Will give position, but not necessarily altitude.
15	900	Very basic support.
	szComPort	Not used by Windows CE.
	szRegRoot	For PNAPI internal use.
20	pNext	For multiple devices, pNext points to the next structure in a linked list.
	dwComPort	COM port in numerical format (see PN_I2P_GPS1_c and PN_I2P_GPS2Pc).
25	dwPNReserved	Reserved for future use by PNAPI.

30

**PNDeviceState**

Enumerates the possible device states.

35	State	Value	Description
	PN_DS_INVALIDDDS	-1000	//Device State is in invalid state.
	PN_DS_NOTPRESENT	MIN_DEVICESTATE_T	//Device not present (i.e. been unplugged)
40	PN_DS_ERROR	1	//Error in device making it not operate at all.
	PN_DS_WARNING	2	//Error with device but can still operate.
45	PN_DS_OK	3	//Device 100% OK (but not yet searching).
	PN_DS_SEARCHING	4	//Searching for fix.

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	PN_DS_LEVEL1	5	//Found level 1 accuracy data.
	PN_DS_LEVEL2	6	//Found level 2 accuracy data.
5	PN_DS_LEVEL3	7	//Found level 3 accuracy data.
	PN_DS_LEVEL4	8	//Found level 4 accuracy data.
	PN_DS_LEVEL5	9	//Found level 5 accuracy data.
10	PN_DS_LEVEL6	10	//Found level 6 accuracy data.
	PN_DS_FOUND1SAT	11	//Found 1 satellite (GPS specific).
15	PN_DS_FOUND2SATS	12	//Found 2 satellites (GPS specific).
	PN_DS_NOTIME	MAX_DEVICESTATE_T	//No GPS time found (GPS specific).

20

**PNDEVSTATE**

25 Stores the P&N device state and what time it was last updated.

```
typedef struct tagPNDEVSTATE
```

```
{
    DWORD          dwStructureSize;
    PNTIME         tiTime;
    PNDeviceState_t dsState;
    PNAVDEVSTATE   dsAvState;
    DWORD          dwPNReserved;
} PNDEVSTATE;
```

35 Members

dwStructureSize

The size, in bytes, of the structure.

tiTime

The time of the last update.

dsState

The device state.

dsAvState

Shows which dsState elements are valid and which are not.

dwPNReserved

Reserved for future use.

45

**PNDGPSSTATUS**

Holds the differential GPS status.

```

5      typedef struct tagPNDGPSSTATUS
      {
          DWORD          dwStructureSize;
          PNTIME          tiTime;
          PN3State_t      DGPSMode;
10         PN3State_t      OperatingMode;
          PNBBool         fDGPSStatus;
          DWORD          dwDGPSAgeLimit;
          PNAVDGPSSTATUS  dpAvDGPSStatus;
          DWORD          dwPNReserved;
15     } PNDGPSSTATUS;

Members  dwStructureSize
          The size, in bytes, of the structure.
          tiTime
20         Time the data was gathered.
          DGPSMode
          Value          Description
          PN_3S_FALSE    DGPS off
          PN_3S_TRUE      DGPS on
25         PN_3S_OTHER    Auto selection

          OperatingMode
          Value          Description
          PN_3S_FALSE    2D only
30         PN_3S_TRUE      3D only
          PN_3S_OTHER    Auto selection

          fDGPSStatus
35         True, if outputting position with the receiver using DGPS
          corrections.
          False, if not using DGPS corrections.
          dwDGPSAgeLimit
          Maximum age to use, in milliseconds.
          dpAvDGPSStatus
40

          dwPNReserved
          Reserved for future use.

45     PNEnv_t

```

Pre-defined environments to which P&N devices can be set.

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	Constant	Value	Meaning
	PN_ET_STATIONARY	MIN_PNENV_T	Device is not moving.
5	PN_ET_OPENROAD	1	Device is on open road with clear view of sky.
	PN_ET_URBANCANYON	2	Device is surrounded by tall city buildings. This is the 'City' option in the GPS Control panel applet.
10	PN_ET_FOREST	3	Device is in a forest – or near trees.
15	PN_ET_OPENOCEAN	4	Device is on the open ocean with full view of sky. This is the 'Open water' option in the GPS Control panel applet.
20	PN_ET_AIRCRAFT	5	Device is in an aircraft with full view of sky.
	PN_ET_NONE	6	No environment yet set (only returned by PNSETTINGS).
25	PN_ET_USER	MAX_PNENV_T	TBD.

30 **PNINDSTATION**

Stores individual station details and the time each was last updated.

```

35 typedef struct tagPNINDSTATION
{
    DWORD dwStructureSize;
    PNTIME tiTime;
    PNStationState_t ssState;
40  DWORD dwStationIDNum;
    PNTIME fUsed;
    PNTIME dSatElevation;
    PNTIME dSatAzimuth;
    PNTIME dSignalStrength;
45  DWORD dwCoverage;
    PNTIME siAvIndStation;
    DWORD dwPNReserved;
} PNINDSTATION;

```

	Members	dwStructureSize	The size, in bytes, of the structure.
		tiTime	Not used by Windows CE.
5		ssState	State of this station.
		dwStationIDNum	PRN#/SVID or unique station number.
		fUsed	Whether station is being used for calcs.
10		dSatElevation	Measured in radians (0- $\pi/2$ ).
		dSatAzimuth	Measured in radians (0-2 $\pi$ ).
15		dSignalStrength	Signal strength, in dB.
		dwCoverage	Not used by Windows CE.
		siAvIndStation	Shows which PNINDSTATION elements are valid and which are not.
20		dwPNReserved	Reserved for future use by PNAPI.
25	Remarks	For GPS receivers, <i>dwStationID</i> is defined as the PRN or SVID satellite number. Numbers 33-64 are reserved for WAAS. Numbers 65-96 are reserved for GLONASS.	
30		If <i>dwCoverage</i> is zero, the period of coverage is not available, or is unreliable (i.e. highly variable).	

**PNPOSITION**

35		Stores the position and time at which this position was found.	
		typedef struct tagPNPOSITION	
		{	
40		DWORD	dwStructureSize;
		PNTIME	tiTime;
		PNPOSLLA	psPosition;
		PNAVPOSLLA	psAvPosition;
		DWORD	dwPNReserved;
45		} PNPOSITION;	

Members	dwStructureSize	The size, in bytes, of the structure.
---------	-----------------	---------------------------------------

tiTime

Time the position was acquired.

psPosition

The position.

5

psAvPosition

Which PNPOSLLA elements are valid.

dwPNReserved

Reserved for future use.

10

## PNPOSLLA

15

Contains position details in Longitude, Latitude and Altitude units. This is the standard units for the PNAPI.

typedef struct tagPNPOSLLA

{

20

PNDouble dLong;

PNDouble dLat;

PNDouble dAlt;

PNBool fRadians;

} PNPOSLLA;

25 Members

dLong

The longitude.

dLat

The latitude.

dAlt

30

Height above geoid in meters.

fRadians

TRUE if position (dLong and dLat) is in radians, FALSE if in degrees. Position is generally described in radians throughout PNAPI unless otherwise stated.

35

## PNPowerState\_t

40

Enumerates the different power states the P&N device can have.

Constant	Value	Meaning
PN_PW_OFF	MIN_PNPOWERSTATE_T	No power.
PN_PW_SUSPENDED	1	Device temporarily suspended.
PN_PW_STANDBY	2	Device in standby mode.
PN_PW_LOWPOWER	3	Device in low power mode.

45

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PN\_PW\_MIDPOWER 4

Device in half power  
mode.

PN\_PW\_FULLPOWER 5

Device in full power  
mode.

5

**PNRTCM1**

10

This structure contains the RTCM message.

typedef struct PNRTCM1

{

15

DWORD dwStructureSize;

PNTIME tiTime;

BYTE ucRTCMMajorVersion;

BYTE ucRTCMMinorVersion;

PNRTCMHEADER Header;

20

BYTE ucNumSats;

PNRTCM1SAT SatData

(PN\_NUM\_RTCM1\_SATS\_c);

PNByte bRawData

(PN\_RTCM1\_MAX\_BYTE\_LEN\_  
c);

25

DWORD dwPNReserved;

} PNRTCM1;

typedef PNRTCM1\* pPNRTCM1;

**Members**

30

dwStructureSize

Size of the structure.

tiTime

The time (as a PNTIME structure).

ucRTCMMajorVersion

Major version number.

35

ucRTCMMinorVersion

Minor version number.

Header

Message header.

ucNumSats

40

Number of valid satellites in SatData.

SatData

The satellite data.

bRawData

The raw data.

45

**Remarks**This structure definition is provided for the use of application  
developers implementing DGPS objects.

**PNRTCM1SAT**

This structure contains satellite data for DGPS.

```

5      typedef struct PNRTCM1SAT
      {
          DWORD      dwStructureSize;
          PNBool      fScaleFactor;
          BYTE        ucUDRE;
10         BYTE        ucSatelliteID;
          WORD        uPsCorrection;
          BYTE        ucRRateCorrection;
          BYTE        ucIssueOfData;
          DWORD        dwPNReserved;
15     } PNRTCM1SAT;

```

Members      dwStructureSize  
                     Size of the structure.  
                     fScaleFactor

```

20         ucUDRE

          ucSatelliteID
              Satellite ID.
25         uPsCorrection

          ucRRateCorrection

          ucIssueOfData
30

```

Remarks      This structure definition is provided for the use of application  
                     developers implementing DGPS objects.

**PNRTCMHEADER**

This structure contains the header for an RTCM message.

```

40     typedef struct tagPNRTCMHEADER
      {
          DWORD      dwStructureSize;
          BYTE        ucMessageType;
          WORD        uStationID;
          WORD        uModZCount;
45         BYTE        ucSequenceNum;
          BYTE        ucFrameLength;
          BYTE        ucStationHealth;
          DWORD        dwPNReserved;
      } PNRTCMHEADER;

```



5	Members	dwStructureSize	Size of the structure.
		ucMessageType	Message type (frame ID).
10		uStationID	Station ID.
		uModZCount	??
15		ucSequenceNum	Sequence number.
		ucFrameLength	Frame length.
		ucStationHealth	Station health.
20	Remarks	This structure definition is provided for the use of application developers implementing DGPS objects.	

**PNSATELLITE**

25	Stores individual satellite data.		
	typedef struct tagPNSATELLITE		
	{		
		DWORD	dwStructureSize;
		PNTIME	tiTime;
30		PNBool	fSetData;
		DWORD	dwPRN;
		PNByte	bSatHealth;
		DWORD	dwRefWeekNumber;
		DWORD	dwRefTimeOfWeek;
35		PNDouble	dEccentricity;
		PNDouble	dRootSemiMajorAxis;
		PNDouble	dArgumentOfPerigee;
		PNDouble	dMeanAnomalyAtRefTime;
		PNDouble	dRightAscensionAtRefTime;
40		PNDouble	dRateRightAscension;
		PNDouble	dCorrectToInclination;
		PNDouble	dAF0ClockCorrect;
		PNDouble	dAF1ClockCorrect;
		PNAVSATELLITE	saAvSatellite;
45		DWORD	dwPNReserved;
	} PNSATELLITE;		

Members	dwStructSize	The size, in bytes, of the structure.
---------	--------------	---------------------------------------

	tiTime	Not used by Windows CE.
	fSetData	Not used by Windows CE.
5	dwPRN	Satellite PRN number.
	bSatHealth	Health summary (binary).
10	dwRefWeekNumber	GPS week number.
	dwRefTimeOfWeek	Almanac reference time.
	dEccentricity	Eccentricity.
15	dRootSemiMajorAxis	Measures in meters <sup>0.5</sup> .
	dArgumentOfPerigee	Measured in radians.
20	dMeanAnomalyAtRefTime	Measured in radians.
	dRightAscensionAtRefTime	Measured in radians.
	dRateRightAscension	Measured in radians/sec.
25	dCorrectToInclination	Measured in PI radians.
	dAF0ClockCorrect	Measured in seconds.
30	dAF1ClockCorrect	Measured in sec/sec.
	saAvSatellite	Which elements are valid.
	dwPNReserved	Reserved for future use by PNAPI.
35	Remark	The <i>fSetData</i> parameter is used in the <i>pnapiSetData</i> function. If set, it updates the GPS receiver's almanac with this satellite's data. If not, this structure is not sent to the GPS receiver. When this structure is received through the <i>pnapiGetData</i> or <i>pnapiStartDirectCall</i> function, the <i>fSetData</i> parameter has no meaning and should be set to zero.
40		

## 45 PNSETTINGS

Stores P&N device settings that can be changed by the user.

typedef struct tagPNSETTINGS

```

{
    DWORD          dwStructureSize;
    PNTIME         tiTime;
    PNSTATIONMODE  cmMode[PN_NUM_SATS_c];
5   PNTIME         fDGPSEnable;
    PNTIME         fDREnable;
    DWORD          dwDGPSTimeOut;
    PNTIME         fDGPS2DEnable;
    DWORD          dwDGPS2DTimeOut;
10  PNTIME         daDatum;
    PNTIME         pwPowerState;
    PNTIME         ahAltitudeHold;
    PNTIME         dAAltitude;
    PN2DMode_t     mo2DPosMode;
15  PNTIME         d2DAAltitude;
    PNTIME         asAccess; //
    PNTIME         etEnvironment;
    PNTIME         seAvSettings; //
    DWORD          dwPNReserved; //
20  } PNSETTINGS;

```

#### Members

```

dwStructureSize
25  The size, in bytes, of the structure.
tiTime
    The time when the data was gathered.
cmMode
    Not used by Windows CE.
30  fDGPSEnable
    Enables/disables DGPS functionality.
    fDREnable
    Enable/disables dead reckoning functionality.
    dwDGPSTimeOut
35  Sets/gets the DGPS time out (in milliseconds).
    fDGPS2DEnable
    Not used by Windows CE.
    dwDGPS2DTimeOut
    Not used by Windows CE.
40  daDatum
    Datum receiver uses.
    pwPowerState
    Power state of device.
    ahAltitudeHold
45  Not used by Windows CE.
    dAAltitude
    Not used by Windows CE.
    mo2DPosMode
    Not used by Windows CE.

```

d2DPosMode  
Not used by Windows CE.  
d2DAltitude  
Not used by Windows CE.  
5 asAccess  
Access rights for device.  
etEnvironment  
Environment for this device.  
seAvSettings  
10 Which elements are valid.  
dwPNReserved  
Reserved for future use by PNAPI.

15

**PNSTATION**

Contains the details for all stations the P&N device has access to.

20

```
typedef struct tagPNSTATION
```

```
{
    DWORD          dwStructureSize;
    PNTIME         tiTime;
    25  DWORD        dwNumAvailable; //
    DWORD          dwNumUsed;
    PNAVSTATION    snAvStation;
    PNINDSTATION    siStations
    [PN_NUM_STATIONS_c];
    30  DWORD        dwPNReserved;
} PNSTATION;
```

**Members**

dwStructureSize  
The size, in bytes, of the structure.  
tiTime  
35 The time the structure was last updated.  
dwNumAvailable  
Not used by Windows CE.  
dwNumUsed  
Number of stations being tracked by the device.  
40 snAvStation  
Stores which elements of PNSTATION of are valid and  
which are not.  
siStations  
Individual station data.  
45 dwPNReserved  
Reserved for future use by PNAPI.

**PNStationState\_t**

Enumerates the station states.

5	<u>Constant</u>	<u>Value</u>	<u>Description</u>
	PN_CS_UNAVAILABLE	0	Station unavailable.
	PN_CS_IDLE	1	Station idle.
	PN_CS_SEARCHING	2	Station searching for data.
10	PN_CS_TRACKING	3	Station finding good data.

**15 PNTIME**

Stores P&N device time and computer system time.

```

20 typedef struct tagPNTIME
{
    PNTM      tmDevice;
    PNAVTM    tmAvDevice;
    PNTM      tmLeapDiffTime;
    PNAVTM    tmAvLeapDiffTime;
25    PNTM      tmComputer;
    PNAVTM    tmAvComputer;
} PNTIME;

```

Members

30 **tmDevice**  
The time reported by the device.

**tmAvDevice**  
Stores which elements of tmAvDevice are valid and which are not.

35 **tmLeapDiffTime**  
Not used by Windows CE.

**tmAvLeapDiffTime**  
Not used by Windows CE.

**tmComputer**  
The system time on the computer.

40 **tmAvComputer**  
Stores which elements of tmAvComputer are valid and which are not.

**45 PNTM**

Stores time to the millisecond.

136

```

typedef struct tagPNTM
{
    DWORD          dwMillisec;
    DWORD          dwDay;
} PNTM;
5
Members          dwMillisec
                  Milliseconds since start of day (0-86400000).
                  dwDay
10                Days since Jan 1st 1900.

PNVELBEAR
15
Contains velocity details in the form of a bearing and two
velocities.

typedef struct tagPNVELBEAR
20
{
    PNDoubledBearing;
    PNDoubledHorizSpeed;
    PNDoubledVertSpeed;
} PNVELBEAR;
25
Members          dBearing
                  dBearing has a range from -PI to +PI. Zero is North.
                  dHorizSpeed
30                Horizontal speed in meters/sec.
                  dVertSpeed
                  Vertical speed in meters per second.

PNVELENU
35
Contains velocity details in the East, North, Up format.

typedef struct tagPNVELENU
40
{
    PNDouble       East;
    PNDouble       North;
    PNDouble       Up;
} PNVELENU;
45
Members          East
                  East velocity, in meters/second.
                  North
                  North velocity, in meters/second.

```

Up

Up velocity, in meters/second.

5      Remarks      A westward velocity is expressed as a negative East velocity and  
                          a southward velocity is expressed as a negative North velocity.

# 10      PNVELOCITY

Stores velocities and the time they were last updated.

```

15                    typedef struct tagPNVELOCITY
                         {
                             DWORD               dwStructureSize;
                             PNTIME              tiTime;
                             PNVELENU          vIVelocity;
                             PNAVVELENU       vIAvVelocity;
20                             DWORD               dwPNReserved;
                         } PNVELOCITY;

```

Members      dwStructureSize  
                          The size, in bytes, of the structure.

25              tiTime  
                          The time.

                 vIVelocity  
                          The velocity.

                 vIAvVelocity  
                          Shows which vIVelocity elements are valid and which are  
30                             not.

                 dwPNReserved  
                          For future use.

**Detailed Description of a Handwriting Recognition API**



Module/component:  
 Platforms: H/PC  
 Windows CE versions: 2.02 and later

5 Parameters *hVol* VOL structure returned from FSDMGR\_RegisterVolume.  
*hProc* Originating process handle.  
*pSearch* FSD-defined search-specific data for the new handle.  
 10

Return Values If the function is successful, it returns a search handle associated with the originating process. If it is unsuccessful, it returns INVALID\_HANDLE\_VALUE.

15 Remarks FSDMGR\_RegisterVolume

See Also

20

### HwxConfig

25 The HwxConfig function initializes the handwriting recognition dynamic-link library (DLL).

Syntax BOOL HwxConfig (  
 void  
 );

30

At a Glance Header file: Recog.h  
 Module/component:  
 Platforms: H/PC  
 Windows CE versions: 2.0 and later

35

Return Values If the function is successful, it returns TRUE. If an error occurred initializing the handwriting recognition engine, the function returns FALSE.

40

If it is unsuccessful, use GetLastError to identify the cause of the error.

Remarks This function is called only once by each application to initialize the DLL.

45

**HwxCreate**

The HwxCreate function creates a handwriting recognition context (HRC) object for the recognizer.

5

Syntax      HRC HwxCreate (  
                     HRC *hrc*  
                     );

10

At a Glance    Header file:                    Recog.h  
                  Module/component:  
                  Platforms:                H/PC  
                  Windows CE versions:    2.0 and later

15

Parameters    *hrc*

Handle to an existing HRC object that provides settings for the recognition context being created. If it is NULL, then default settings are used.

20

Return Values If the function is successful, it returns the handle to the newly created HRC object; otherwise, it returns NULL.

If HwxCreate fails, use GetLastError to get error information.

25

Remarks      This function is called before any ink is collected.

30

The *hrc* parameter is used to copy an old context's settings into the new HRC object. These settings include word lists, coercion, and the HWXGUIDE structure, but exclude any pen data that may be in the old context.

See Also

HwxDestroy, HWXGUIDE

35

**HwxDestroy**

The HwxDestroy function destroys a handwriting recognition context (HRC) object.

40

Syntax      BOOL HwxDestroy (  
                     HRC *hrc*  
                     );

45

At a Glance    Header file:                    Recog.h  
                  Module/component:  
                  Platforms:                H/PC  
                  Windows CE versions:    2.0 and later

Parameters *hrc*

Handle to the HRC object.

5 Return Values If the function is successful, it returns TRUE. If there was an invalid parameter or other error, it returns FALSE.

If this function fails, call GetLastError for error information.

10 Remarks This function is called to destroy an HRC after recognition is complete. After HwxDestroy returns TRUE, the handle *hrc* is no longer valid. The application should set *hrc* to NULL to ensure it is not inadvertently used again.

## 15 HwxSetGuide

20 The HwxSetGuide function identifies the location of the boxes on the screen for a specified handwriting recognition context (HRC).

Syntax `BOOL HwxSetGuide (  
HRC hrc,  
HWXGUIDE* lpGuide  
);`

25 At a Glance Header file: Recog.h  
Module/component:  
Platforms: H/PC  
30 Windows CE versions: 2.0 and later

Parameters *hrc* Handle to the HRC object.  
*lpGuide* Pointer to a HWXGUIDE structure.

35 Return Values If the function is successful, it returns TRUE. If the function is unsuccessful, it returns FALSE.

40 If the function fails, use GetLastError to get error information.

Remarks This function is used for doing boxed recognition. The GUIDE structure defines the size and position of the boxes. If *lpGuide* is NULL, or if all the members in the GUIDE structure are 0, the recognizer does not use guides. This is also known as free input.

45 See Also HWXGUIDE

**HwxALCValid**

The HwxALCValid function defines the set of characters that the recognizer can return.

5

Syntax

```
BOOL HwxALCValid (
    HRC hrc,
    ALC alc
);
```

10

At a Glance

Header file:	Recog.h
Module/component:	
Platforms:	P/PC
Windows CE versions:	2.0 and later

15

Parameters

*hrc*

Handle to the handwriting recognition context (HRC) object.

*alc*

20

ALC value that describes the character grouping that is used by the recognizer to evaluate the input handwriting. It can be one or more of the following values:

ALC\_WHITE

White space.

25

ALC\_LCALPHA

The lowercase alphabet, a through z.

ALC\_UCALPHA

The uppercase alphabet, A through Z.

30

ALC\_NUMERIC

0 through 9.

ALC\_PUNC

Standard punctuation, language dependent.

ALC\_NUMERIC\_PUNC

Non-digit characters in numbers.

35

ALC\_MATH

%^\*()\_+{&lt;/ (???Language dependent???)

ALC\_MONETARY

Punctuation in local monetary expressions.

40

ALC\_COMMON\_SYMBOLS

Commonly used symbols from all categories.

ALC\_OTHER

Other punctuation not typically used.

ALC\_ASCII

7-bit characters – 20 through 7F.

45

ALC\_HIRAGANA

Hiragana.

ALC\_KATAKANA

Katakana.

	ALC_KANJI_COMMON	Common Kanji (JPN).
	ALC_KANJI_RARE	
5	ALC_HANGUL_COMMON	Common Hangul used in Korea.
	ALC_HANGUL_RARE	The rest of Hangul used in Korea.
	ALC_UNUSED	Reserved for future use.
10	ALC_OEM	OEM recognizer specific.
	Useful groupings, by combining two or more of the basic ALC groupings	definition
15	ALC_ALPHA	ALC_LCALPHA   ALC_UCALPHA
	ALC_ALPHANUMERIC	ALC_ALPHA   ALC_NUMERIC
20	ALC_KANA	ALC_HIRAGANA   ALC_KATAKANA
	ALC_KANJI_ALL	ALC_KANJI_COMMON   ALC_KANJI_RARE
	ALC_HANGUL_ALL	ALC_HANGUL_COMMON   ALC_HANGUL_RARE
25	ALC_EXTENDED_SYM	ALC_MATH   ALC_MONETARY   ALC_OTHER
	ALC_SYS_MINIMUM	ALC_ALPHANUMERIC   ALC_PUNC   ALC_WHITE
	ALC-SYS-DEFAULT	ALC_SYS_MINIMUM   ALC_COMMON_SYMBOLS
30	Standard combinations for various languages	definition
	ALC groupings	
35	ALC_USA_COMMON	ALC_SYS_DEFAULT
	ALC_USA_EXTENDED	ALC_USA_COMMON   ALC_EXTENDED_SYM
	ALC_JPN_COMMON	ALC_SYS_DEFAULT   ALC_KANA   ALC_KANJI_COMMON
40	ALC_JPN_EXTENDED	ALC_JPN_COMMON   ALC_EXTENDED_SYM   ALC_KANJI_RARE
	ALC_CHS_COMMON	ALC_SYS_DEFAULT   ALC_KANJI_COMMON
	ALC_CHS_EXTENDED	ALC_CHS_COMMON   ALC_EXTENDED_SYM   ALC_KANJI_RARE
45	ALC_CHT_COMMON	ALC_SYS_DEFAULT   ALC_KANJI_COMMON

144

ALC\_CHT\_EXTENDED    ALC\_CHT\_COMMON |  
                               ALC\_EXTENDED\_SYM |  
                               ALC\_KANJI\_RARE  
 5    ALC\_KOR\_COMMON    ALC\_SYS\_DEFAULT |  
                               ALC\_HANGUL\_COMMON |  
                               ALC\_KANJI\_COMMON  
 ALC\_KOR\_EXTENDED    ALC\_KOR\_COMMON |  
                               ALC\_EXTENDED\_SYM |  
 10                               ALC\_HANGUL\_RARE |  
                               ALC\_KANJI\_RARE

Return Values If the recognizer is set to recognize the specified ALC grouping,  
 the function returns TRUE. If the recognizer is not set, the  
 function returns FALSE.

15                               If HwxAALCValid fails, use GetLastError for error information.

Remarks                This function tells the recognizer which characters to use to  
 20                               evaluate the ink in the HRC.

### HwxAALCPriority

25                               The HwxAALCPriority function reorders the characters returned by  
 the recognizer so that selected characters appear at the top of the  
 list.

Syntax                BOOL HwxAALCPriority (  
 30                               HRC *hrc*,  
                               ALC *alc*  
                               );

At a Glance    Header file:                                *Recog.h*  
 35                               Module/component:  
                               Platforms:                                H/PC  
                               Windows CE versions:                2.0 and later

Parameters    *hrc*  
 40                               Handle to the handwriting recognition context (HRC)  
                               object.  
                               *alc*  
                               ALC value that describes the character grouping that will  
 45                               be used by the recognizer to ???????.

Return Values If the recognizer has been reset for the selected characters, the  
 function returns TRUE. The function returns FALSE otherwise.

If this function fails, use GetLastError to identify the cause of the error.

- 5      Remarks      ????????? need to describe how this works ??????????  
      See Also      HwxALCValid

## 10      HwxSetPartial

The HwxSetPartial function sets the recognizer parameter for partial recognition.

- 15      Syntax      BOOL HwxSetPartial (  
                          HRC *hrc*,  
                          UINT *urecog*  
                          );

- 20      At a Glance      Header file:                      *Recogn.h*  
                          Module/component:  
                          Platforms:                      *H/PC*  
                          Windows CE versions:              *2.0 and later*

- 25      Parameters      *hrc*                      Handle for the recognition context (HRC) object.  
                          *urecog*                      Value for the partial recognition parameter. It can be one  
                          of the following values:  
                          ??????????????

- 30      Return Values      If the recognizer is set with the partial recognition value, the  
                          function returns TRUE. The function returns FALSE otherwise.

- 35      If HwxSetPartial fails, use GetLastError for error information.

- Remarks      ????????? describe partial recognition ?????????

## 40      HwxSetAbort

The HwxSetAbort function sets the abort address.

- 45      Syntax      BOOL HwxSetAbort (  
                          HRC *hrc*,  
                          void\*\* *ppabortaddr*  
                          );

	At a Glance	Header file:	Recog.h
		Module/component:	
		Platforms:	H/PC
5		Windows CE versions:	2.0 and later
	Parameters	<i>hrc</i>	
			Handle of the handwriting recognition context (HRC) object.
		<i>ppabortaddr</i>	
10			???????? pointer to a pointer to the abort address ????????
	Return Values		If the recognizer is set with the abort address, the function returns TRUE. The function returns FALSE otherwise.
15			If HwxSetAbort fails, use GetLastError for error information.
	Remarks		????????? describe why you use this ????????????
20	<b>HwxInput</b>		
			The HwxInput function adds ink to the handwriting recognition context (HRC).
25	Syntax	BOOL HwxInput (	
		HRC <i>hrc</i> ,	
		POINT* <i>lppnt</i> ,	
		UINT <i>upoints</i> ,	
30		DWORD <i>timestamp</i>	
		);	
	At a Glance	Header file:	Recog.h
		Module/component:	
35		Platforms:	H/PC
		Windows CE versions:	2.0 and later
	Parameters	<i>hrc</i>	
			Handle to the HRC object.
40		<i>lppnt</i>	
			Address of an array of POINT structures. The information in the POINT structures should be scaled to match the HWXGUIDE structure.
		<i>upoints</i>	
45			Number of POINT structures.
		<i>timestamp</i>	
			Time stamp of the first mouse event in the stroke. The time stamp should be taken directly from the MSG structure for the mouse down event.



**Return Values** If the function is successful, it returns TRUE. If there is an invalid parameter or other error, it returns FALSE.

5                    If this function fails use GetLastError for error information.

Remarks        This function adds ink to the HRC object one stroke at a time. It  
10                   takes the array of points, the count of the points, and the time  
stamp of the first mouse event in the stroke and adds it to the  
HRC object.

See Also        HWXGUIDE, POINT

## 15                    **HwxEndInput**

20                   The HwxEndInput function tells the recognizer that no more ink  
should be added to the handwriting recognition context (HRC)  
object.

Syntax        BOOL HwxEndInput (  
                      HRC *hrc*  
                      );

25                   **At a Glance**    Header file:                    Recog.h  
                      Module/component:  
                      Platforms:                    H/PC  
30                        Windows CE versions:        2.0 and later

Parameters    *hrc*  
                      Handle to the HRC object that is to be closed.

35                   **Return Values** If the HRC is closed, the function returns TRUE; otherwise, it  
returns FALSE.

Remarks        This function is called after the last ink is added to the HRC. The  
40                   next call to HwxProcess completes recognition on all the input.  
Any calls to HwxInput on this HRC fail after HwxEndInput is  
called.

See Also        HwxInput, HwxProcess

45

**HwxProcess**

5                   The HwxProcess function signals the recognizer to analyze the information in the specified handwriting recognition context (HRC) object.

      Syntax        BOOL HwxProcess (  
                                HRC *hrc*  
                                );

10       At a Glance   Header file:                    Recog.h  
                         Module/component:  
                         Platforms:                   H/PC  
                         Windows CE versions:       2.0 and later

15       Parameters   *hrc*  
                                Handle to the HRC object to be analyzed.

20       Return Values If the recognition is completed, the function returns TRUE. If there is an invalid parameter or other error, it returns FALSE.

      Remarks       This function processes the ink that has been received by the HRC object. Full recognition occurs only after HwxEndInput is called. The application must then call HwxGetResults to obtain recognition results.

25                   There is no support for timeouts.

30                   If the function fails, use GetLastError for error information.

      See Also       HwxEndInput, HwxGetResults

35   **HwxGetResults**

      The HwxGetResults function retrieves the results from the recognition on the handwriting recognition context (HRC).

40       Syntax       INT32 HwxGetResults (                   —  
                                HRC *hrc*,  
                                UINT *cAlt*,  
                                UINT *iFirst*,  
                                UINT *cBoxRes*,  
45                                  HWXRESULTS \**rgBoxResults*  
                                );

	At a Glance	Header file:	Recog.h
		Module/component:	
		Platforms:	H/PC
		Windows CE versions:	2.0 and later
5			
	Parameters	<i>hrc</i>	
		Handle to the HRC object used for input.	
		<i>cAlt</i>	
		Number of alternate results expected in the	
10		HWXRESULTS structure. If this parameter is 0, the	
		function returns 0.	
		<i>iFirst</i>	
		Index of the first character to return.	
		<i>cBoxRes</i>	
15		Number of characters to return.	
		<i>rgBoxResults</i>	
		Array of <i>cBoxRes</i> -ranked lists.	
	Return Values	If the function is successful, it returns the number of characters	
20		actually returned; otherwise, it returns <code>HRCR_ERROR</code> , which	
		indicates an invalid parameter or other error.	
	Remarks	This function retrieves the results from an HRC object used for	
		boxed input. It simplifies the task of boxed recognition by	
25		providing character alternatives on a per-box basis in one call.	
		This function may be called repeatedly, allowing you to get	
		results for several characters at a time. The results for the	
		returned characters are put in the <i>rgBoxResults</i> buffer that was	
		passed in.	
30			
	See Also	HWXRESULTS	
35	<b>HwxSetContext</b>		
		The HwxSetContext function adds context information to the	
		handwriting recognition context (HRC).	
40	Syntax	BOOL HwxSetContext (	
		HRC <i>hrc</i> ,	
		WCHAR <i>WchContext</i>	
		);	
45	At a Glance	Header file:	Recog.h
		Module/component:	
		Platforms:	H/PC
		Windows CE versions:	2.0 and later

Parameters *hrc*

Handle to the HRC object.

*WchContext*

5 Character of prior context to the characters contained in the HRC. If this parameter is 0, it clears the context information.

Return Values This function returns TRUE if successful; if there was an invalid parameter or other error, it returns FALSE.

10

If the function fails, use GetLastError for error information.

Remarks

15

Handwriting recognition performance can be improved if the recognizer has context information available during processing. Context information is added to an HRC by using HwxSetContext, which provides one character of prior context for the recognizer. This function should be called prior to using the HwxProcess function. If this function is not called, the recognizer assumes that no prior context is available.

20

See Also HwxProcess

## 25 HwxResultsAvailable

The HwxResultsAvailable function returns the number of characters available for HwxGetResults to retrieve.

30 Syntax INT HwxResultsAvailable (  
HRC *hrc*  
);

35 At a Glance Header file: Recog.h  
Module/component:  
Platforms: H/PC  
Windows CE versions: 2.0 and later

40 Parameters *hrc*

Handle to the handwriting recognition context (HRC) object.

Return Values Number of characters available for HwxGetResults to retrieve. It returns -1 on error.

45

If the function fails, use GetLastError for error information.

Remarks

This function allows characters to be retrieved before all the input has been added to the HRC.

See Also      HwxGetResults

5

### GetThreadTimes

The GetThreadTimes function obtains timing information about a specified thread.

10

Syntax

```
BOOL GetThreadTimes (  
    HANDLE hThread  
    LPFILETIME lpCreationTime,  
    LPFILETIME lpExitTime,  
    LPFILETIME lpKernelTime,  
    LPFILETIME lpUserTime  
);
```

15

20

At a Glance

Header file:

Winbase.h

Module/component:

Platforms:

H/PC

**Detailed Description of a Speech-to-Text API**

## CHAPTER 5

## IVoiceText

5 The IVoiceText interface registers an application to use the voice-text object, and controls playback of text.

	<u>Method</u>	<u>Description</u>
	IVoiceText::AudioFastForward	Unsupported
10	IVoiceText::AudioPause	Pauses text-to-speech output
	IVoiceText::AudioResume	Resumes text-to-speech output
	IVoiceText::AudioRewind	Unsupported
15	IVoiceText::Register	Registers an application to use voice text
	IVoiceText::Speak	Starts playing the specified text
	IVoiceText::StopSpeaking	Halts text that is currently being spoken
20		

## IVoiceText::AudioPause

25 Pauses text-to-speech output for a voice-text site.

Syntax HRESULT AudioPause(void);

Parameters None

30 Return Values This method returns NOERROR if successful, or one of these error values:

35 VTXTERR\_INVALIDMODE  
VTXTERR\_NOTENABLED  
VTXTERR\_OUTOFMEM

Remarks AudioPause affects all applications using the site, so the application should resume audio as soon as possible.

40 When a voice-text object is first created, text-to-speech output is not paused. Because pausing text-to-speech output affects all applications that use voice text on the site, an application should resume text-to-speech output as soon as possible by calling the IVoiceText::AudioResume member function.

45 When output has been paused, the IVTxtAttributes::IsSpeaking member function returns FALSE, even though the voice-text object still has data available in its queue and has not yet sent a IVTxtNotifySink::SpeakingDone notification.

No notifications are sent when audio is paused or resumed.

5 See Also IVoiceText::AudioResume, IVTxtAttributes::IsSpeaking,  
IVTxtNotifySink::SpeakingDone

## 10 IVoiceText::AudioResume

Resumes text-to-speech output after it has been paused by the IVoiceText::AudioPause member function.

15 Syntax HRESULT AudioResume(void);

Parameters None

Return Values This method returns NOERROR if successful, or one of these error values:

20 VTXTERR\_INVALIDMODE  
VTXTERR\_NOTENABLED  
VTXTERR\_OUTOFMEM

25 Remarks AudioResume affects all applications using the site.

See Also IVoiceText::AudioPause

## 30 IVoiceText::Register

Registers an application to use voice text on a site.

35 Syntax HRESULT Register (  
PTSTR pszSite,  
PTSTR pszApplication,  
PIVXTNOTIFYSink pNotifyInterface,  
IID IIDNotifyInterface,  
40 DWORD dwFlags,  
PVTSITEINFO pSiteInfo  
);

Parameters *pszSite*  
45 For Auto PC, must be null or empty.  
*pszApplication*  
[in] Address of a string that identifies the application – for example, "Microsoft Word." An application can use this information to display the source of text. This parameter must not be NULL.



*pNotifyInterface*

5

[in] Address of the notification interface through which the voice-text object notifies the application about text-to-speech information. If this parameter is NULL, no notifications will be sent. The interface identifier is specified by *IIDNotifyInterface*.

10

Because passing the pointer to the voice-text object does not transfer ownership of the notification interface, the voice-text object must call the AddRef member function of the notification interface before returning from the call to Register. The voice-text object must also call the Release member function of the notification interface when it closes. The calling application must release any reference counts it holds on the notification interface after calling Register, unless it needs the notification object to be valid when the voice-text object releases it.

15

*IIDNotifyInterface*

20

[in] GUID of the interface used for notification. For Auto PC, this parameter must be IID\_IVTxtNotifySinkW (for Unicode).

*dwFlags*

25

[in] Flag that indicates whether the application is to receive all notifications. If this parameter is the VTXTF\_ALLMESSAGES value, all notifications are sent to *pNotifyInterface*. If this parameter is zero (0) or null, only the IVTxtNotifySink::SpeakingStarted and IVTxtNotifySink::SpeakingDone notifications are sent.

30

*pSiteInfo*

35

[in] Address of a VTSITEINFO structure that contains settings to apply to the site, such as the voice and talking speed. The settings are applied, even if the site is already open. If a VTSITEINFO structure is not specified, the voice-text object uses the settings from the registry. If there are no registry settings, it uses the default settings, typically those for the computer.

40

Telephony applications pass this information to ensure that the proper settings are selected. Other applications will set this parameter to NULL to leave the site settings unchanged.

45

Return Values This method returns NOERROR if successful, or one of these error values:

- VTXTErr\_INVALIDPARAM
- VTXTErr\_OUTOFMEM

- Remarks      An application must call Register before it can call other functions in the IVoiceText interface.
- 5              An application cannot call Register a second time for the same voice-text object. To change sites, the application must call the CoCreateInstance function to create a new voice-text object for the desired site.
- 10      See Also      VTSITEINFO, IVTxtNotifySink::SpeakingStarted, IVTxtNotifySink:: Speaking Done

**IVoiceText::Speak**

- 15              Starts playing the specified text.

Syntax HRESULT Speak(  
                          PTSTR *pszSpeak*,  
                          DWORD *dwFlags*,  
                          PTSTR *pszTags*  
                          );

- Parameters    *pszSpeak*  
 25              [in] Address of a buffer that contains the text to speak. An application can free or modify the buffer as soon as Speak returns. The string pointed to by this parameter can contain text-to-speech control tags.
- dwFlags*  
 30              [in] Flags that indicate the type and priority of the text. This parameter is a combination of one type flag and one priority flag.
- The type flag can be one of these values:  
 35              VTEXTSP\_HIGH  
                 Play the text as soon as possible, after text that is currently being spoken but before any other text in the playback queue.
- VTEXTSP\_NORMAL  
 40              Play the text immediately, interrupting text that is currently being spoken, if any. The interrupted text resumes playing as soon as the very high priority text is finished, although the interrupted text may not be correctly synchronized.
- pszTags*  
 45              [in] Address of a buffer that contains text-to-speech control tags to change the voice, language, or context of the text specified by *pszSpeak*, or NULL to use the default settings for the text-to-speech voice. For more

information about control tags, see Appendix A, "Text-to-Speech Control Tags."

- 5      **Return Values** This method returns NOERROR if successful, or one of these error values:
- VTXTERR\_INVALIDMODE
  - VTXTERR\_INVALIDPARAM
  - VTXTERR\_NOTENABLED
  - 10      • VTXTERR\_OUTOFMEM
  - VTXTERR\_QUEUEFULL
  - VTXTERR\_WAVEDEVICEBUSY
- 15      **Remarks** If an application calls Speak when other text is being played, the specified text is added to the end of the playback queue, unless the application specifies a higher priority in *dwFlags*.
- 20      Calling Speak affects all applications using voice text on the site, because all applications share the same playback queue.
- 25      The type of speech specified by *dwFlags* is communicated to the text-to-speech engine through control tags. Support of most control tags is optional; the engine ignores unsupported tags.
- 25      **See Also** IVoiceText::StopSpeaking

### **IVoiceText::StopSpeaking**

- 30      Halts text that is currently being spoken and flushes all pending text from the playback queue.
- Syntax**      HRESULT StopSpeaking(void);
- 35      **Parameters**      None
- Return Values** This method returns NOERROR if successful, or one of these error values:
- VTXTERR\_INVALIDMODE
  - 40      • VTXTERR\_NOTENABLED
  - VTXTERR\_OUTOFMEM
- Remarks** Calling StopSpeaking affects all applications using voice text on the site, because all applications share the same playback queue.
- 45      **See Also** IVoiceText::Speak

**IVTxtAttributes**

The IVTxtAttributes interface allows an application to control various aspects of the operation of a Voice Text object.

5

Method	Description
IVTxtAttributes::DeviceGet	Not Implemented
IVTxtAttributes::DeviceSet	Not Implemented
IVTxtAttributes::EnabledGet	Discovers whether voice text is enabled.
IVTxtAttributes::EnabledSet	Enables or disables voice text.
IVTxtAttributes::IsSpeaking	Indicates whether text is currently being spoken.
IVTxtAttributes::SpeedGet	Retrieves the current average talking speed.
IVTxtAttributes::SpeedSet	Sets the average talking speed.
IVTxtAttributes::TTSModeGet	Retrieves the current text-to-speech mode.
IVTxtAttributes::TTSModeSet	Sets the text-to-speech mode.

**IVTxtAttributes::EnabledGet**

10

Discovers whether voice text is enabled for a voice-text site.

Syntax      HRESULT EnabledGet(  
                       DWORD \*dwEnabled  
                       );

15

Parameters    *dwEnabled*  
                       [out] TRUE if voice text is enabled for the site or FALSE if it is disabled.

20

Return Values This method returns NOERROR if successful, or one of these error values:

- VTXERR\_INVALIDMODE
- VTXERR\_INVALIDPARAM
- VTXERR\_OUTOFMEM

25

Remarks      If voice text is disabled, no text-to-speech is played over the site. Enabling or disabling voice text for a site affects all applications using a voice-text site.

30

Typically, an application disables voice text because the user does not want the computer to speak. You should involve the user when enabling or disabling voice text.

The enabled state for a site is saved between uses of the site, even if the user shuts down the computer in the meantime.

5 See Also IVTxtAttributes::EnabledSet

#### IVTxtAttributes::EnabledSet

10 Enables or disables voice text for a voice-text site.

Syntax HRESULT EnabledSet(  
DWORD *dwEnabled*  
);

15 Parameters *dwEnabled*  
[in] TRUE to enable voice text or FALSE to disable it.

20 Return Values This method returns NOERROR if successful, or one of these error values:

- VTXERR\_INVALIDMODE
- VTXERR\_INVALIDPARAM
- VTXERR\_OUTOFMEM

25 Remarks The enabled state for a site is saved between uses of the site, even if the user shuts down the computer in the meantime.

If a voice-navigation application is installed on the user's computer, an application may not need to set the enabled state.

30 See Also IVTxtAttributes::EnabledGet

#### IVTxtAttributes::IsSpeaking

35 Indicates whether text is currently being spoken by a voice-text site.

40 Syntax HRESULT IsSpeaking(  
BOOL *pfSpeaking*  
);

Parameters *pfSpeaking*  
[out] Address of a variable that receives the current speaking status. The variable receives TRUE if the text-to-speech engine is speaking or FALSE if it is silent.

45 Return Values This method returns NOERROR if successful, or one of these error values:

- VTXTERR\_INVALIDMODE
- VTXTERR\_INVALIDPARAM
- VTXTERR\_OUTOFMEM

5    Remarks    The voice text object does not send data resulting from multiple calls to the IVoiceText::Speak member function directly to the text-to-speech engine. Instead, the object keeps data from each call in a separate buffer so that the VTXTSP\_HIGH and VTXTSP\_VERYHIGH priority strings can be inserted into the queue at the proper positions.

10  
15    For example, a VTXTSP\_VERYHIGH priority string may interrupt a high or normal priority string. The interrupted string resumes after the very high priority string has finished. As a result of this implementation, IsSpeaking returns FALSE for a short time between the end of one buffer in the queue and the start of the next buffer, because audio output has been temporarily suspended.

20    **IVTxtAttributes::SpeedGet**

Retrieves the current average talking speed for a voice-text site, in words per minute.

25    Syntax    HRESULT SpeedGet(  
                    DWORD \*pdwSpeed  
                    );

30    Parameters    *pdwSpeed*  
                    [out] Address of a variable that receives the talking speed for a voice-text site.

35    Return Values    This method returns NOERROR if successful, or one of these error values:

- VTXTERR\_INVALIDMODE
- VTXTERR\_INVALIDPARAM
- VTXTERR\_OUTOFMEM

40    Remarks    The talking speed for a site is saved between uses of the site, even if the user shuts down the computer in the meantime.

See Also    IVTxtAttributes::SpeedSet

45

**IVTxtAttributes::SpeedSet**

Sets the average talking speed for a voice-text site, in words per minute.

5

Syntax      HRESULT SpeedSet(  
                    DWORD *dwSpeed*  
                    );

10

Parameters    *dwSpeed*  
                    [in] New talking speed for the site. An application can specify TTSATTR\_MINSPEED or TTSATTR\_MAXSPEED for the minimum or maximum allowable value.

15

Return Values This method returns NOERROR if successful, or one of these error values:

- VTXERR\_INVALIDMODE
- VTXERR\_INVALIDPARAM
- 20    • VTXERR\_OUTOFMEM

Remarks      The talking speed for a site is saved between uses of the site, even if the user shuts down the computer in the meantime.

25

If a voice-navigation application is installed on the user's computer, an application may not need to set the speed.

See Also      IVTxtAttributes::SpeedGet

30

**IVTxtAttributes::TTSModeGet**

Retrieves the GUID of the current text-to-speech mode for a voice-text site.

35

Syntax      HRESULT TTSModeGet(  
                    GUID \**pgVoice*  
                    );

40

Parameters    *pgVoice*  
                    [out] Address of a variable that receives the GUID assigned to the text-to-speech mode.

Return Values This method returns NOERROR if successful, or one of these error values:

45

- VTXERR\_INVALIDMODE
- VTXERR\_INVALIDPARAM
- VTXERR\_OUTOFMEM

Remarks A text-to-speech engine typically provides an assortment of text-to-speech modes that can be used to play speech in different voices. A voice-text site uses a single text-to-speech mode, represented internally by a low-level engine object.

5

The text-to-speech mode for a site is saved between uses of the site, even if the user shuts down the computer in the meantime.

10

In Auto PC, there is usually only one TTS mode.

See Also IVTxtAttributes::TTSMoDeSet

## 15 IVTxtAttributes::TTSMoDeSet

Sets the text-to-speech mode for a voice-text site.

Syntax HRESULT TTSMoDeSet(  
20 GUID *gVoice*  
);

Parameters *gVoice*  
25 [in] GUID of the text-to-speech mode to set for the site. If the mode does not exist, an error is returned and the mode is not changed.

Return Values This method returns NOERROR if successful, or one of these error values:

- 30
- VTXTErr\_INVALIDMODE
  - VTXTErr\_INVALIDPARAM
  - VTXTErr\_OUTOFMEM

Remarks The text-to-speech mode for a site is saved between uses of the site, even if the user shuts down the computer in the meantime.

35

If a voice-navigation application is installed on the user's computer, an application may not need to set the mode.

40

In Auto PC, there is usually only one TTS mode.

See Also IVTxtAttributes::TTSMoDeGet

## 45 IVTxtNotifySink

The IVTxtNotifySink interface is used by a Voice Text object to notify an application of the status of the object.



Method	Description
IVTextNotifySink::AttribChanged	Not implemented
IVTextNotifySink::Speak	Used internally
IVTtxtNotifySink::SpeakingDone	Speaking is finished
IVTtxtNotifySink::SpeakingStarted	Speaking has started
IVTextNotifySink::Visual	Not Implemented

#### IVTtxtNotifySink::SpeakingDone

5

Notifies all applications on a voice-text site that speaking is finished and no text remains in the playback queue.

10 Syntax HRESULT SpeakingDone (void);

Parameters None

Return Values The return value is ignored.

15 See Also IVTtxtNotifySink::SpeakingStarted

#### IVTtxtNotifySink::SpeakingStarted

20 Notifies all applications on a voice-text site that speaking has started.

Syntax HRESULT SpeakingStarted(void);

25 Parameters None

Return Values The return value is ignored.

See Also IVTtxtNotifySink::SpeakingDone

**Detailed Description of a Voice Command API**

## Chapter 4

## IVCmdAttributes

- 5 The IVCmdAttributes interface provides methods to set various attributes of the Voice Command object, including audio output, recognition mode, and whether or not recognition is enabled.

Method	Description
IVCmdAttributes::AutoGainEnable Get	Not Implemented
IVCmdAttributes::AutoGainEnable Set	Not Implemented
IVCmdAttributes::AwakeStateGet	Retrieves the awake state of a voice-command site.
IVCmdAttributes::AwakeStateSet	Sets the awake state for a voice-command site.
IVCmdAttributes::DeviceGet	Not Implemented
IVCmdAttributes::DeviceSet	Not Implemented
IVCmdAttributes::EnabledGet	Finds out whether speech recognition is enabled or disabled for a voice-command site.
IVCmdAttributes::EnabledSet	Enables or disables speech recognition for a voice-command site.
IVCmdAttributes::MicrophoneGet	Not Implemented
IVCmdAttributes::MicrophoneSet	Not Implemented
IVCmdAttributes::SpeakerGet	Retrieves the name of the current speaker for a voice-command site.
IVCmdAttributes::SpeakerSet	Sets the name of the current speaker for a voice-command site.
IVCmdAttributes::SRModeGet	Retrieves the GUID of the speech-recognition mode used for the site.
IVCmdAttributes::SRModeSet	Sets the speech-recognition mode used by a voice-command site.
IVCmdAttributes::ThresholdGet	Retrieves the threshold level of the speech-recognition engine used by a voice-command site.

Method	Description
IVCmdAttributes::ThresholdSet	Sets the threshold level for the speech-recognition engine used by a voice-command site.

Remarks This interface is supported by all voice-command objects.

5

### IVCmdAttributes::AwakeStateGet

IVCmdAttributes::AwakeStateGet retrieves the awake state for a voice-command site.

10

Syntax HRESULT AwakeStateGet(  
          DWORD \*pdwAwake  
);

15

Parameters *pdwAwake*  
          [out] Address of a variable that receives the current state of speech recognition for the site. This parameter is TRUE if the site is awake or FALSE if it is asleep.

20 Return Values This method returns NOERROR if successful, or one of these error values:

- E\_INVALIDARG
- VCMDERR\_INVALIDMODE
- VCMDERR\_OUTOFMEM
- 25 • VCMDERR\_VALUEOUTOFRANGE

Remarks When the site is awake, it listens for commands from any active voice menu for the active application. When the site is asleep, it listens for commands only from sleep menus – those that were activated with the *dwFlags* parameter of the IVCmdMenu::Activate member function set to the VWGFLAG\_ASLEEP value. Commands from such menus become active only when the site is asleep, and they become inactive when the site is awake. A sleep menu typically contains a “Wake up!” command that resumes speech recognition, and it may contain other commands.

30

35

See Also IVCmdAttributes::AwakeStateSet

40

**IVCmdAttributes::AwakeStateSet**

- IVCmdAttributes::AwakeStateSet sets the awake state for a voice-command site.
- 5                   Syntax       HRESULT AwakeStateSet(  
                                DWORD *dwAwake*  
                                );
- 10                  Parameters   *dwAwake*  
                                [in] Set to TRUE to cause the site to wake up or FALSE to cause it to go to sleep.
- 15                  Return Values This method returns NOERROR if successful, or one of these error values:  
  - E\_INVALIDARG
  - VCMDERR\_INVALIDMODE
  - VCMDERR\_OUTOFMEM
  - VCMDERR\_VALUEOUTOFRANGE
- 20                  Remarks       If a voice-navigation application is installed on the user's computer, suspending speech recognition by using AwakeStateSet will typically cause the voice-navigation application to activate a "wake up" menu.
- 25                                  Calling AwakeStateSet allows the user to temporarily suspend speech recognition for a site. For example, the user might want to suspend speech recognition from the computer microphone during a telephone conversation and resume recognition when the conversation is finished. The user resumes recognition by speaking an appropriate command from a sleep menu – for example, "Wake up!"
- 30                                  The sleep state for a site is saved between uses of the site, even if the user shuts down the computer in the meantime.
- 35                                  If a voice-navigation application is installed on the user's computer, an application may not need to set the sleep state. However, it may call this function to make sure that speech recognition is awake. For example, if an application speaks (with voice text or text-to-speech) "Do you want to print the document?" it might enable and wake up speech recognition for the site to receive the user's reply. The application should then restore speech recognition to its previous state.
- 40
- 45

**IVCmdAttributes::EnabledGet**

IVCmdAttributes::EnabledGet finds out whether speech recognition is enabled or disabled for a voice-command site.

5

Syntax      HRESULT EnabledGet(  
                    DWORD \*dwEnabled  
                    );

10

Parameters    *dwEnabled*

[out] Set to TRUE if speech recognition is enabled for the site or FALSE if it is disabled.

15

Return Values This method returns NOERROR if successful, or one of these error values:

- E\_INVALIDARG
- VCMDERR\_INVALIDMODE
- VCMDERR\_OUTOFMEM
- VCMDERR\_VALUEOUTOFRANGE

20

Remarks

When speech recognition is disabled, the engine does not recognize any command from any menu, whether speech recognition is awake or asleep or any menus are active. An application would use the IVCmdAttributes::EnabledSet member function to allow the user to turn speech recognition completely off, as opposed to suspending speech recognition temporarily by putting the site to sleep.

25

30

The enabled state for a site is saved between uses of the site, even if the user shuts down the computer in the meantime.

**IVCmdAttributes::EnabledSet**

35

IVCmdAttributes::EnabledSet enables or disables speech recognition for a voice-command site.

Syntax      HRESULT EnabledSet(  
                    DWORD *dwEnabled*  
                    );

40

Parameters    *dwEnabled*

[in] Set to TRUE to enable speech recognition or FALSE to disable it.

45

Return Values This method returns NOERROR if successful, or one of these error values:

- E\_INVALIDARG

- VCMDERR\_INVALIDMODE
- VCMDERR\_OUTOFMEM
- VCMDERR\_VALUEOUTOFRANGE

5   Remarks   Whenever speech is turned on or off, the WM\_SPEECHSTARTED or WM\_SPEECHENDED message is sent to all top-level windows in the system. An application can use these messages to determine when to enable or disable its voice commands or voice-text capabilities.

10   

15   Calling EnabledSet allows the user to completely turn off speech recognition for a site so that nothing is recognized, including commands on sleep menus. For example, the user might want to disable speech recognition from the computer microphone during a meeting so that speech recognition will stay off, even if somebody inadvertently speaks a command on a sleep menu.

20   If a voice-navigation application is installed on the user's computer, an application may not need to set the enabled state. However, it may call this function to make sure that speech recognition is awake. For example, if an application speaks (with voice text or text-to-speech) "Do you want to print the document?" it might enable and wake up speech recognition for the site to receive the user's reply. The application should then

25   restore speech recognition to its previous state.

30   Note, however that, if speech recognition is disabled, it is probably because the user does not want to use it. It may not be appropriate to enable speech recognition under those circumstances.

35   The enabled state for a site is saved between uses of the site, even if the user shuts down the computer in the meantime.

#### IVCmdAttributes::SpeakerGet

IVCmdAttributes::SpeakerGet retrieves the name of the current speaker for a voice-command site.

40   Syntax   HRESULT SpeakerGet(  
                     PTSTR *pszSpeaker*,  
                     DWORD *dwSize*,  
                     DWORD *\*pdwNeeded*  
 45                   );

Parameters   *pszSpeaker*  
                     [in/out] Address of a buffer that receives the name of the current speaker.

5	Parameters	<i>gMode</i> [in] GUID of the speech-recognition mode to set for the site. If the mode does not exist, an error is returned and the mode is not changed.
	Return Values	This method returns NOERROR if successful, or one of these error values: <ul style="list-style-type: none"> <li>• E_INVALIDARG</li> <li>• VCMDERR_INVALIDMODE</li> <li>• VCMDERR_NOTSUPPORTED</li> <li>• VCMDERR_OUTOFMEM</li> <li>• VCMDERR_VALUEOUTOFRANGE</li> </ul>
15	Remarks	<p>The speech-recognition mode for a site is saved between uses of the site, even if the user shuts down the computer in the meantime. If a voice-navigation application is installed on the user's computer, an application may not need to set the speech-recognition mode.</p> <p>An application can use a speech-recognition enumerator to determine which speech-recognition modes are available. For information about the speech-recognition enumerator, see the section, "Speech Recognition."</p> <p>In Auto PC, there is usually only one speech recognition mode.</p>
30	<b>IVCmdAttributes::ThresholdGet</b>	
		IVCmdAttributes::ThresholdGet retrieves the threshold level of the speech-recognition engine used by a voice-command site.
35	Syntax	<pre>HRESULT ThresholdGet(     DWORD *pdwThreshold );</pre>
40	Parameters	<i>pdwThreshold</i> [out] Address of a variable that receives the threshold level.
	Return Values	This method returns NOERROR if successful, or one of these error values: <ul style="list-style-type: none"> <li>• E_INVALIDARG</li> <li>• VCMDERR_INVALIDMODE</li> <li>• VCMDERR_NOTSUPPORTED</li> <li>• VCMDERR_OUTOFMEM</li> </ul>



- Remarks The threshold level is a value from 0 to 100 that indicates the point below which an engine rejects an utterance as unrecognized. A value of 0 indicates that the engine should match any utterance to the closest phrase match. A value of 100 indicates that the engine should be absolutely certain that an utterance is the recognized phrase. For example, suppose the engine is expecting "What is the time?" If the threshold is 100 and the user mumbles "What'z tha time" or has a cold, the command may not be recognized. However, if the threshold is too low and the user says a similar-sounding phrase that is not being listened for such as "What is mine?" the engine may recognize it as "What is the time?"
- If the command spoken by the user is not close enough to what the speech-recognition engine expects, the voice-command object notifies the application that the command was not recognized by calling `IVCmdNotifySink::CommandOther` with a NULL phrase.
- The threshold for a site is saved between uses of the site, even if the user shuts down the computer in the meantime.

#### **IVCmdAttributes::ThresholdSet**

- 25 IVCmdAttributes::ThresholdSet sets the threshold level for the speech-recognition engine used by a voice-command site.

Syntax HRESULT ThresholdSet(  
30            DWORD *dwThreshold*  
);

Parameters *dwThreshold*  
[in] Threshold level. An application can specify  
35 SRATTR\_MINTHRESHOLD and  
SRATTR\_MAXTHRESHOLD for minimum and  
maximum allowable values.

Return Values This method returns NOERROR if successful, or one of these error values:

40

- E\_INVALIDARG
- VCMDERR\_INVALIDMODE
- VCMDERR\_NOTSUPPORTED
- VCMDERR\_OUTOFMEM
- VCMDERR\_VALUEOUTOFRANGE

45

Remarks The threshold level is a value from 0 to 100 that indicates the point below which an utterance is rejected as unrecognized. A threshold level of 0 indicates that the engine should match any

utterance to the closest phrase match. A value of 100 indicates that the engine should be absolutely certain that an utterance is the recognized phrase. If the value is out of range for the engine, an error is returned and the attribute is not changed.

5

The threshold for a site is saved between uses of the site, even if the user shuts down the computer in the meantime.

10

If a voice-navigation application is installed on the user's computer, an application may not need to set the threshold.

### IVCmdEnum

15

The IVCmdEnum interface is a standard OLE enumeration interface. It is used by applications to enumerate the menus stored in the voice-command database.

Method	Description
IVCmdEnum::Clone	Retrieves another enumerator containing the same enumeration state as the current one.
IVCmdEnum::Next	Retrieves the specified number of items in the enumeration sequence.
IVCmdEnum::Reset	Resets the enumeration sequence back to the beginning.
IVCmdEnum::Skip	Skips over a specified number of elements in the enumeration sequence.

20

Remarks This interface is supported by all voice-command objects.

### IVCmdEnum::Clone

25

IVCmdEnum::Clone retrieves another enumerator containing the same enumeration state as the current one.

Syntax HRESULT Clone(  
IEnumX \*\*ppenum  
);

30

Parameters *ppenum*

35

[out] Address of a variable that receives the cloned enumerator. The type of this parameter is the same as the enumerator name. For example, if the enumerator name is

IEnumFORMATETC, this parameter is of the IEnumFORMATETC type.

Return Values This method returns NOERROR if successful, or one of these error values:

- E\_INVALIDARG
- E\_OUTOFMEMORY
- E\_UNEXPECTED

Remarks Using Clone, it is possible to record a particular point in the enumeration sequence and then return to that point at a later time. The enumerator returned is of the same interface type as the one being cloned.

15

#### IVCmdEnum::Next

IVCmdEnum::Next retrieves the specified number of items in the enumeration sequence.

20

Syntax HRESULT IEnumX::Next(  
           ULONG *celt*,  
           Unknown \*\**rgelt*,  
           ULONG \**pceltFetched*  
           );

25

Parameters *celt*

[in] Number of elements to retrieve. If the number of elements requested is more than remains in the sequence, only the remaining elements are retrieved.

30

*rgelt*

[out] Address of an array that receives the elements. If an error value is returned, no entries in the array are valid.

*pceltFetched*

35

[out] Address of a variable that receives the number of array elements actually copied to the array. This parameter cannot be NULL if *celt* is greater than one. If this parameter is NULL, *celt* must be one.

Return Values This method returns NOERROR if successful, or one of these error values:

- E\_INVALIDARG
- E\_OUTOFMEMORY
- E\_UNEXPECTED
- S\_FALSE
- S\_OK

45

**IVCmdEnum::Reset**

IVCmdEnum::Reset resets the enumeration sequence back to the beginning.

5

Syntax HRESULT IEnumX::Reset(void);

Parameters None

10 Return Values This method returns NOERROR if successful, or one of these error values:

- S\_FALSE
- S\_OK

15

**IVCmdEnum::Skip**

IVCmdEnum::Skip skips over a specified number of elements in the enumeration sequence.

20

Syntax HRESULT IEnumX::Skip (  
          ULONG *celt*  
);

25 Parameters *celt*

[in] Number of elements to be skipped.

Return Values This method returns NOERROR if successful, or one of these error values:

30

- E\_INVALIDARG
- E\_OUTOFMEMORY
- E\_UNEXPECTED
- S\_FALSE
- S\_OK

35

**IVCmdMenu**

40

The IVCmdMenu interface allows an application to manage voice-command menus. It includes methods for such tasks as activating and deactivating menus, and adding and deleting phrases.

Method	Description
IVCmdMenu::Activate	Activates a voice menu so that its commands can be recognized.
IVCmdMenu::Add	Adds one or more commands to a voice menu.

Method	Description
IVCmdMenu::Deactivate	Deactivates an active voice menu.
IVCmdMenu::EnableItem	Permanently enables or disables a menu item.
IVCmdMenu::Get	Retrieves information about one or more commands in a voice menu.
IVCmdMenu::ListGet	Retrieves the phrases stored in the current list for the selected voice menu.
IVCmdMenu::ListSet	Sets the phrases in a list for a voice command.
IVCmdMenu::Num	Retrieves the total number of commands on a voice menu.
IVCmdMenu::Remove	Removes the specified commands from the voice menu.
IVCmdMenu::Set	Sets information for one or more commands in a voice menu.
IVCmdMenu::SetItem	Temporarily enables or disables a command on a voice menu.
IVCmdMenu::TrainMenu	Not Implemented
Dig	

The following flags are used with the member functions of the IVCmdMenu interface to identify a command in a voice-command menu:

#### VCMD\_BY\_IDENTIFIER

The *dwCmdNum* is the command identifier of the command.

#### VCMD\_BY\_POSITION

The *dwCmdNum* parameter is the position in the list of commands.

Remarks This interface is supported by all voice-command objects.

#### IVCmdMenu::Activate

IVCmdMenu::Activate activates a voice menu so that its commands can be recognized.

Syntax HRESULT Activate(  
    HWND *hWndListening*,  
    DWORD *dwFlags*  
);

Parameters	<i>hWndListening</i>	<p>[in] Handle of the window associated with the voice menu. Whenever this window is the foreground window, the voice menu is automatically activated. Otherwise, it is deactivated. If this parameter is NULL, the voice menu is global (that is, it remains active regardless of the foreground window, until the application explicitly deactivates it).</p>
5		
10		<p>Note: For the AutoPC, set this parameter to NULL. The application has to activate and deactivate the voice menu manually when the focus switches.</p>
	<i>dwFlags</i>	
15		<p>[in] Flag that indicates whether the menu should be active when speech-recognition is "asleep" for the voice-command site. This parameter can be one of these values: 0 or NULL</p>
20		<p>The voice menu is active only when speech recognition is awake.</p>
	VWGFLAG_ASLEEP	
		<p>The menu is active only when speech recognition is asleep and is automatically deactivated when speech recognition is awake.</p>
25		<p>Most applications set this parameter to zero. Typically, a sleep menu contains a command to resume speech recognition, such as "Wake up."</p>
	Return Values	<p>This method returns NOERROR if successful, or one of these error values:</p>
30		<ul style="list-style-type: none"> <li>• E_INVALIDARG</li> <li>• VCMDERR_CANTCREATEDATASTRUCTURES</li> <li>• VCMDERR_CANTINITDATASTRUCTURES</li> <li>• VCMDERR_CANTXTRACTWORDS</li> <li>• VCMDERR_INVALIDWINDOW</li> <li>• VCMDERR_MENUACTIVE</li> <li>• VCMDERR_MENUTOOCOMPLEX</li> <li>• VCMDERR_MENUWRONGLANGUAGE</li> <li>• VCMDERR_NOCACHEDATA</li> <li>• VCMDERR_NOENGINE</li> <li>• VCMDERR_NOGRAMMARINTERFACE</li> <li>• VCMDERR_OUTOFMEM</li> <li>• VCMDERR_TOOMANYMENUS</li> </ul>
35		
40		
45	Remarks	<p>A global voice menu is useful for an application such as a clock program so that the user can ask what time it is and get a response no matter what else he or she is doing. Global voice-menu commands have a lower priority in case of a recognition conflict</p>

– for example, two commands with the same name in different menus.

## 5 IVCmdMenu::Add

IVCmdMenu::Add adds one or more commands to a voice menu. The added commands are appended to any existing commands in the menu.

10

Syntax      HRESULT Add(  
                       DWORD *dwCmdNum*,  
                       SDATA *dData*,  
                       DWORD *\*pdwCmdStart*  
 15                   );

Parameters    *dwCmdNum*  
                       [in] Number of commands to add to the menu.  
                       *dData*  
 20                   [in] SDATA structure containing a list of  
                       VCMDCOMMAND structures that describe the voice  
                       commands to be added. Although they vary in size  
                       depending on the command data, the structures are  
                       contiguous within the list.  
 25                   *pdwCmdStart*  
                       [out] Address of a variable that receives the number of the  
                       first command added to the menu.

Return Values This method returns NOERROR if successful, or one of these  
 30                   error values:

- E\_INVALIDARG
- VCMDERR\_INVALIDCHAR
- VCMDERR\_MENUTOOCOMPLEX
- VCMDERR\_OUTOFMEM
- 35   • VCMDERR\_VALUEOUTOFRANGE

Remarks      In Auto PC, applications should use the  
                       IAPCSpeech::AddVMenuCommand function in the APC speech  
                       interface instead.

40

Commands are numbered sequentially from 1 to *n*. New  
 commands are added to the end of the menu, so the first  
 command added is numbered *n+1*.

45

For best results, you should deactivate the voice menu before  
 calling Add. Otherwise, the menu must be deactivated,  
 recompiled, and reactivated before Add returns. If the menu is

already deactivated when Add is called, the menu is not recompiled until the application activates it again.

5 If a command string includes a list name, you can use IVCmdMenu::ListSet to set the phrases that the user can substitute for the list name when speaking the command.

#### 10 IVCmdMenu::Deactivate

IVCmdMenu::Deactivate deactivates an active voice menu so that the application no longer listens for its commands.

15 Syntax HRESULT Deactivate(void);

Parameters None

Return Values This method returns NOERROR if successful, or VCMDERR\_OUTOFMEM if a low memory condition exists.

20 Remarks The menu is still open, so the application can start listening for the menu's commands again by calling IVCmdMenu::Activate to reactive the menu.

#### 25 IVCmdMenu::EnableItem

IVCmdMenu::EnableItem permanently enables or disables a menu item. When a command is disabled by using EnableItem, it is not compiled into the menu.

30 Syntax HRESULT EnableItem(  
DWORD dwEnable,  
DWORD dwCmdNum,  
35 DWORD dwFlag  
);

Parameters dwEnable  
[in] TRUE to enable the command, or FALSE to disable it.

40 dwCmdNum  
[in] Position or identifier of the command on the menu, depending on the value of dwFlag. Command positions are sequential, starting with 1 for the first command on the menu. The command identifier is specified in the dwID member of the VCMDCOMMAND structure that defines the command.



*dwFlag*

[in] Flag that identifies the nature of *dwCmdNum*. This parameter can be one of these values:

- VCMD\_BY\_IDENTIFIER
- VCMD\_BY\_POSITION

**Return Values** This method returns NOERROR if successful, or one of these error values:

- E\_INVALIDARG
- VCMDERR\_OUTOFMEM

**Remarks** For best results, you should deactivate the voice menu before calling *EnableItem*. Otherwise, the menu must be deactivated, recompiled, and reactivated before the function returns. If the menu is already deactivated when *EnableItem* is called, the menu is not recompiled until the application activates it again.

**IVCmdMenu::Get**

IVCmdMenu::Get retrieves information about one or more commands in a voice menu.

**Syntax**

```
HRESULT Get (
    DWORD dwCmdStart,
    DWORD dwCmdNum,
    DWORD dwFlag,
    PSDATA pData,
    DWORD *pdwCmdNum
);
```

**Parameters***dwCmdStart*

[in] Number of the first command to retrieve. Commands are numbered sequentially from 1 to *n*. If *dwFlag* is the VCMD\_BY\_IDENTIFIER value, this parameter is ignored.

*dwCmdNum*

[in] Either the number of commands to retrieve or the identifier of the commands, depending on the value of *dwFlag*. If the sum of *dwCmdStart* and *dwCmdNum* exceeds the total number of commands in the menu, the function returns as many commands as possible.

*dwFlag*

[in] Flag that identifies the nature of *dwCmdNum*. This parameter can be one of these values:

- VCMD\_BY\_IDENTIFIER
- VCMD\_BY\_POSITION

*pdData*

5 [out] Address of an SDATA structure that receives the address and size of a buffer. The buffer contains a list of VCMDCOMMAND structures that describe the commands retrieved. Although they vary in size depending on the command data, the structures are contiguous within the list.

*pdwCmdNum*

10 [out] Address of a variable that receives the number of commands actually copied to the buffer.

Return Values This method returns NOERROR if successful, or one of these error values:

- 15 • E\_INVALIDARG
- VCMDERR\_INVALIDCHAR
- VCMDERR\_MENUTOOCOMPLEX
- VCMDERR\_OUTOFDISK
- VCMDERR\_OUTOFMEM
- 20 • VCMDERR\_VALUEOUTOFRANGE

Remarks The calling application allocates the SDATA structure and passes its address to Get. Get allocates memory (using the OLE task allocator) for the returned data and sets the *pData* member of SDATA to point to the memory. If the allocation fails, *pData* is sent to NULL and the *dwSize* member is set to zero. The calling application must free the memory pointed to by *pData* as well as the SDATA structure itself.

25

30 The calling application must free the memory allocated by the member function by using the *CoTaskMemFree* function.

**IVCmdMenu::ListGet**

35 IVCmdMenu::ListGet retrieves the phrases stored in the current list for the selected voice menu.

Syntax HRESULT ListGet(  
40 PTSTR *pszList*,  
PSDATA *pdList*,  
DWORD *\*pdwListNum*  
);

Parameters *pszList*  
45 [in] Name of the list, such as "name" or "weekday." The list name must appear in the command string for at least one command on the menu. The command string is stored

in the `dwCommand` member of the `VCMDCOMMAND` structure that defines the command.

*pdList*

5

[out] Address of an `SDATA` structure that receives the address and size of a buffer. The buffer contains a sequential list of null-terminated strings, one for each phrase in the list.

*pdwListNum*

10

[out] Address of a variable that receives the number of phrases that were copied to the buffer. If the list is empty, this parameter receives zero.

**Return Values** This method returns `NOERROR` if successful, or one of these error values:

15

- `E_INVALIDARG`
- `VCMDERR_INVALIDLIST`
- `VCMDERR_OUTOFMEM`

**Remarks**

A list is associated with a menu rather than an individual command. The list must appear in at least one command string, but can be used by more than one command on the menu.

25

The calling application allocates the `SDATA` structure and passes its address to `ListGet`. `ListGet` allocates memory (using the OLE task allocator) for the returned data and sets the `pData` member of the `SDATA` structure to point to the memory. If the allocation fails, the `pData` member is set to `NULL` and the `dwSize` member is set to zero. The calling application must free the memory pointed to by `pData`, as well as the `SDATA` structure itself.

30

It is up to the calling application to free the memory allocated by the member function by using the `CoTaskMemFree` function.

### 35 IVCmdMenu::ListSet

`IVCmdMenu::ListSet` sets the phrases in a list for a voice command.

40 Syntax

```
HRESULT ListSet(
    PTSTR pszList,
    DWORD dwListNum,
    SDATA dList
);
```

45

**Parameters**

*pszList*

[in] Address of the name of the list to set, such as "name" or "weekday." The list name must appear in the command string for at least one command on the menu. The

command string is specified in the `dwCommand` member of the `VCMDCOMMAND` structure that defines the command.

*dwListNum*

5 [in] Number of phrases in the list.

*dList*

10 [in] SDATA structure that contains a pointer to a data buffer and the size of the buffer. The data buffer contains a sequential list of null-terminated strings, one for each phrase in the list.

Returns

This method returns `NOERROR` if successful, or one of these error values:

- 15 • `E_INVALIDARG`
- `VCMDERR_INVALIDCHAR`
- `VCMDERR_INVALIDLIST`
- `VCMDERR_OUTOFMEM`

Remarks

20 The user can speak any phrase in the list in place of the list name in the command string. A command that uses a list must have the list name in brackets. Example:

“Send mail to <name>”

25 Calling `ListSet` establishes a list of phrases that can be spoken in a voice command, such as “Send mail to name.” Typically, the list contains information that changes dynamically at run time, such as the ten people to whom the user most recently sent electronic mail. For best results, a list should have fewer than 20 entries. Having more than 20 entries in a list can reduce the accuracy of recognition.

30 The list persists until the voice-menu object is released. List entries are not automatically saved to disk. To preserve the list, call the `IVCmdMenu::ListGet` member function and take steps to store the result.

35 ListSet is much faster than the `IVCmdMenu` interface’s `Add`, `Remove`, or `Set` member functions because list entries are substituted when a command is recognized and the menu is not recompiled. This means that `ListSet` can be called on an active menu without affecting performance.

45 **`IVCmdMenu::Num`**

`IVCmdMenu::Num` retrieves the total number of commands on a voice menu.

- Syntax      HRESULT Num(  
                       DWORD \**pdwNumCmd*  
                       );
- 5      Parameters    *pdwNumCmd*  
                       [out] Address of a variable that receives the number of  
                       commands.
- 10    Return Values This method returns NOERROR if successful, or one of these  
                       error values:
- E\_INVALIDARG
  - VCMDERR\_INVALIDCHAR
  - VCMDERR\_MENUTOOCOMPLEX
  - 15    •      VCMDERR\_OUTOFMEM
  - VCMDERR\_VALUEOUTOFRANGE
- 20    **IVCmdMenu::Remove**
- IVCmdMenu::Remove removes the specified commands from the  
                       voice menu.
- 25    Syntax      HRESULT Remove(  
                       DWORD *dwCmdStart*,  
                       DWORD *dwCmdNum*,  
                       DWORD *dwFlag*  
                       );
- 30    Parameters    *dwCmdStart*  
                       [in] Number of the first command in the menu to remove.  
                       Command positions are sequential, starting with 1 for the  
                       first command on the menu. If *dwFlag* is the  
                       VCMD\_BY\_IDENTIFIER value, this parameter is  
 35    ignored.
- dwCmdNum*  
                       [in] Number of commands to remove or the identifier of  
                       the commands, depending on the value of *dwFlag*. If the  
 40    sum of *dwCmdStart* and *dwCmdNum* exceeds the total  
                       number of commands in the menu, the function removes  
                       as many commands as possible.
- dwFlag*  
                       [in] Flag that identifies the nature of *dwCmdNum*. This  
                       parameter can be one of these values:
- 45    •      VCMD\_BY\_IDENTIFIER
  - VCMD\_BY\_POSITION

Return Values This method returns NOERROR if successful, or one of these error values:

- E\_INVALIDARG
- VCMDERR\_INVALIDCHAR
- 5    • VCMDERR\_MENUTOOCOMPLEX
- VCMDERR\_OUTOFDISK
- VCMDERR\_OUTOFMEM
- VCMDERR\_VALUEOUTOFRANGE

10   Remarks    For best results, you should deactivate the voice menu before calling Remove. Otherwise, the menu must be deactivated, recompiled, and reactivated before Remove returns. If the menu is already deactivated when Remove is called, the menu is not recompiled until the application activates it again.

#### IVCmdMenu::Set

20           IVCmdMenu::Set sets information for one or more commands in a voice menu.

Syntax       HRESULT Set(  
              DWORD *dwCmdStart*,  
              DWORD *dwCmdNum*,  
25            DWORD *dwFlag*,  
              SDATA *dData*  
              );

Parameters   *dwCmdStart*  
30           [in] Number of the first command to set in the voice menu. Command positions are sequential, starting with 1 for the first command on the menu. If *dwFlag* is the VCMD\_BY\_IDENTIFIER value, this parameter is ignored.

35           *dwCmdNum*  
              [in] Either the number of commands to set or the identifier of the commands, depending on the value of *dwFlag*. If the sum of *dwCmdStart* and *dwCmdNum* exceeds the number of commands in the menu, the function sets as many commands as possible.

40           *dwFlag*  
              [in] Flag that identifies the nature of *dwCmdNum*. This parameter can be one of these values:

- VCMD\_BY\_IDENTIFIER
- 45    • VCMD\_BY\_POSITION

*dData*  
              [in] SDATA structure that contains a pointer to a data buffer and the size of the buffer. The data buffer contains

a list of VCMDCOMMAND structures that describe the voice commands to set. Although they vary in size depending on the command data, the structures are contiguous within the list.

5

**Return Values** This method returns NOERROR if successful, or one of these error values:

- E\_INVALIDARG
- VCMDERR\_INVALIDCHAR
- 10   • VCMDERR\_MENUTOOCOMPLEX
- VCMDERR\_OUTOFDISK
- VCMDERR\_OUTOFMEM
- VCMDERR\_VALUEOUTOFRANGE

15

**Remarks**

For best results, you should deactivate the voice menu before calling Set. Calling Set on an active menu can be fairly slow because the menu must be deactivated, recompiled, and reactivated before Set returns. If the menu is already deactivated when Set is called, the menu is not recompiled until the application activates it again.

20

#### IVCmdMenu::SetItem

25

IVCmdMenu::SetItem temporarily enables or disables a command on a voice menu.

**Syntax**

30

```
HRESULT SetItem(
    DWORD dwEnable,
    DWORD dwCmdNum,
    DWORD dwFlag
);
```

**Parameters**

35

*dwEnable*

[in] TRUE to enable the command or FALSE to disable it.

*dwCmdNum*

[in] Position or identifier of the command on the menu, depending on the value of *dwFlag*. Command positions are sequential, starting with 1 for the first command on the menu.

40

*dwFlag*

[in] Flag that identifies the nature of *dwCmdNum*. This parameter can be one of these values:

45

- VCMD\_BY\_IDENTIFIER
- VCMD\_BY\_POSITION

**Return Values** This method returns NOERROR, if successful, or one of these error values:

- E\_INVALIDARG
- VCMDERR\_OUTOFMEM

5      Remarks      If a command is disabled by using SetItem, the voice-command object sends a CommandOther notification rather than a CommandRecognize notification when it "recognizes" the disabled command.

10      SetItem is much faster than the IVCmdMenu::EnableItem member function because the menu is not recompiled. This means that SetItem can be called on an active menu without affecting performance.

### 15      IVCmdNotifySink

20      The IVCmdNotifySink must be implemented by an application in order to receive notifications from the Voice Command object. In addition to the recognized command, an application can also be notified of events such as: beginning and ending of an utterance, menu activation, and the presence of interference.

Method	Description
IVCmdNotifySink::AttribChanged	A site attribute has changed.
IVCmdNotifySink::CommandOther	A spoken phrase was either recognized as being from another application's command set or was not recognized.
IVCmdNotifySink::CommandRecognize	Recognized as being from the application's command set.
IVCmdNotifySink::CommandStart	A spoken phrase was detected.
IVCmdNotifySink::Interference	Not Implemented
IVCmdNotifySink::MenuActivate	Not Implemented
IVCmdNotifySink::UtteranceBegin	Not Implemented
IVCmdNotifySink::UtteranceEnd	Not Implemented
IVCmdNotifySink::VUMeter	Not Implemented

25      Remarks      Not all IVCmdNotifySink methods are used by Auto PC SAPI.



**IVCmdNotifySink::AttribChanged**

5		IVCmdNotifySink::AttribChanged notifies applications on a voice-command site that a site attribute has changed.
	Syntax	HRESULT AttribChanged( DWORD <i>dwAttribute</i> );
10	Parameters	<i>dwAttribute</i> [in] Site attribute that was changed. This parameter can be one of these values:
15		IVCNSAC_AWAKE Awake state.
		IVCNSAC_AUTOGAINENABLE Automatic gain.
		IVCNSAC_DEVICE Wave-in audio device.
20		IVCNSAC_ENABLED Enabled state.
		IVCNSAC_MICROPHONE Current microphone.
25		IVCNSAC_ORIGINAPP The application receiving this notification originated the attribute change.
		IVCNSAC_SPEAKER Name of the current speaker.
30		IVCNSAC_SRMODE Speech-recognition mode.
		IVCNSAC_THRESHOLD Confidence threshold.
35	Return Values	The return value is ignored.
	Remarks	The notification is sent only to applications that, when registered to use voice commands on the site, did one of the following:
40		<ul style="list-style-type: none"> <li>Set the <i>dwFlags</i> parameter of the IVoiceCmd::Register member function to the VCMDRF_ALLBUTVUMETER value.</li> <li>Set the VCMDRF_ATTRIBCHANGE bit.</li> </ul>
45		<i>dwAttribute</i> includes the IVCNSAC_ORIGINAPP value only if the application sets an attribute by calling the IVCmdAttributes interface's EnabledSet, AwakeStateSet, DeviceSet, or SRModeSet member function.

**IVCmdNotifySink::CommandOther**

5 IVCmdNotifySink::CommandOther is sent when a spoken phrase was either recognized as being from another application's command set or was not recognized.

Syntax HRESULT CommandOther(  
PVCMDNAME *pName*,  
10 PTSTR *pszCommand*  
);

Parameters *pName*  
[in] Address of a VCMDNAME structure that contains the  
15 name of the voice menu that has the recognized command.  
If this parameter contains NULL, the command was not  
recognized.  
*pszCommand*  
[in] Address of the command string. If this parameter  
20 contains NULL, the command was not recognized.

Return Values The return value is ignored.

Remarks Along with the notification, the application receives the address  
25 of the phrase.

30 An application can use the CommandOther notification to monitor utterances and inform the user what was heard. An application should not rely on this notification for information about the recognition of its own commands. Most applications ignore this notification.

35 The command string contains the words actually spoken by the user. If the command contains a list name, the command string may not match the words of the command. For example, the string pointed to by *pszCommand* might be "Send mail to Fred" whereas the command string is "Send mail to name."

40 The notification is sent only to applications that, when registered to use voice commands on the site did one of the following:

- Set the *dwFlags* parameter of the IVoiceCmd::Register member function to the VCMDRF\_ALLBUTVUMETER value.
  - Set the VCMDRF\_CMDOTHER bit.
- 45 If two or more voice menus contain the same phrase and this phrase is recognized, it is indeterminate which of the menus will cause the engine to call the IVCmdNotifySink::CommandRecognize notification and which will cause it to call CommandOther. This happens only if the menus are all global or all window specific.

**IVCmdNotifySink::CommandRecognize**

- 5 IVCmdNotifySink::CommandRecognize is sent when a spoken phrase is recognized as being from the application's command set.
- 10 Syntax HRESULT CommandRecognize(  
 10     DWORD *dwID*,  
    PVCMDNAME *pvCmdName*,  
    DWORD *dwFlags*,  
    DWORD *dwActionSize*,  
 15     PVOID *pAction*,  
    DWORD *dwNumLists*,  
    PTSTR *pszListValues*,  
    PTSTR *pszCommand*  
    );
- 20 Parameters *dwID*  
    [in] Identifier of the command that was recognized. The command identifier is stored in the *dwID* member of the VCMDCOMMAND structure that defines the command.
- 25 *pvCmdName*  
    [in] Address of a VCMDNAME structure containing the voice menu that has the recognized command.
- 30 *dwFlags*  
    [in] VCMDCMD\_VERIFY if the application should request verification from the user or NULL if verification is not required. To request verification, the application should display a dialog box. An application would typically require verification for a destructive or irreversible command such as "Format disk."
- 35 *dwActionSize*  
    [in] Size of the data in *pAction*.
- 40 *pAction*  
    [in] Address of a string that contains action data to accompany the recognized command. The action data is obtained from the VCMDCOMMAND structure for the command.
- 45 *dwNumLists*  
    [in] Size, in bytes, of the list data for the command. If a command does not contain any list fields, this parameter is zero.
- pszListValues*  
    [in] Address of a list of one or more null-terminated strings that correspond to the phrase from each list in the order that they occur in the command. For example, if the command is "Set the time to number AM or PM," this

parameter points to "Ten\0PM" (the last '\0' is implicit in C notation).

*pszCommand*

5 [in] Address of the command string for the command that was recognized.

Return Values The return value is ignored.

10 Remarks Along with the notification, the application receives the text of the phrase and the action data that was supplied by the application when it originally defined the command.

15 You should not use the contents of *pszCommand* to identify the recognized command. Instead, use the data in *pAction* or the identifier in *dwID* to determine which command was recognized. The *pszCommand* string may not contain the same string that you specified in the VCMDCOMMAND structure because it is possible for the user to edit the text for commands for your application using Microsoft Voice or another voice-aware application.

20 The notification is sent to all applications that are registered on the voice-command site, regardless of the settings of the *dwFlags* parameter of the *IVoiceCmd::Register* member function when the application registered to use voice commands.

25 If two or more global voice menus (or two or more window-specific voice menus) contain the same phrase and the engine recognizes that phrase, the engine calls *CommandRecognize* for one menu and *IVCmdNotifySink::CommandOther* for the other. The engine determines which notification to call for each menu; an application cannot determine which notification will be called.

35 **IVCmdNotifySink::CommandStart**

40 *IVCmdNotifySink::CommandStart* is sent when a spoken phrase is detected.

Syntax HRESULT CommandStart();

Return Values The return value is ignored.

45 Remarks The notification is sent only to applications that, when registered to use voice commands on the site, did one of the following:

- Set the *dwFlags* parameter of the *IVoiceCmd::Register* member function to the *VCMDRF\_ALLBUTVUMETER* value.

- Set the VCMDRF\_CMDSTART bit. *dwAttribute* includes the IVCNSAC\_ORIGINAPP value only if the application sets an attribute by calling the IVCmdAttributes interface's EnabledSet, AwakeStateSet, DeviceSet, or SRModeSet member function.

### IVCmdNotifySink::Interference

10 IVCmdNotifySink::Interference notifies the application that the engine cannot recognize speech properly for a known reason.

Syntax HRESULT Interference(  
15 );

Parameters *dwType*  
[in] Type of interference. This parameter can be one of these values:

20 SRMSGINT\_AUDIODATA\_STARTED  
The engine has resumed receiving audio data from the audio source.

SRMSGINT\_AUDIODATA\_STOPPED  
25 The engine has stopped receiving audio data from the audio source.

SRMSGINT\_NOISE  
The background noise is too high.

SRMSGINT\_NOSIGNAL  
30 The engine cannot detect a signal, possibly because the microphone is off or unplugged.

SRMSGINT\_TOOLOUD  
The speaker is too loud; recognition results may be degraded.

SRMSGINT\_TOOQUIET  
35 The speaker is too quiet; recognition results may be degraded.

Return Values The return value is ignored.

40 Remarks The notification is sent only to applications that set the *dwFlags* parameter of the IVoiceCmd::Register member function to the VCMDRF\_ALLBUTVUMETER value when the application registered to use voice commands on the site.

45

**IVCmdUserWord**

5 The IVCmdUserWord interface allows an application to enable the speaker-dependent and speaker-independent templates, and to add new words to the speaker-dependent template.

Method	Description
IVCmdUserWord::AddRemoveSIFile	Installs or uninstalls speaker-independent template extension files.
IVCmdUserWord::ModifyTraining	Specify which templates are enabled for a particular phrase.
IVCmdUserWord::GetPhraseList	Gets the current phrase list.
IVCmdUserWord::QueryPhrase	Determines what kind of templates a phrase has and whether or not they are enabled.
IVCmdUserWord::Train	Train a list of user-defined phrases.

**Remarks**

10 This interface is an extension of the Microsoft Speech API, added to meet the needs of the Auto PC. It is designed specifically for an isolated-word recognizer. Continuous speech recognizers should have training templates for all phrases, and should not need to train user-defined words. Any function call on this interface will affect the current speaker only.

15 Templates hold information that the engine uses to recognize a phrase. There are two types of templates for the Auto PC: speaker-independent and speaker-dependent. There is one speaker-independent template for each phrase. Each speaker can have one speaker-dependent template for each phrase.

20 To create a speaker-dependent template, a user must "train" the object to recognize their particular speech pattern. Speaker-independent recognition can only be enabled or disabled. It cannot be modified by the user.

25 The two templates operate independently of each other. An application can enable a speaker-dependent template whether or not the speaker-independent template is available. Enabling both templates may achieve better recognition accuracy.

30

**IVCmdUserWord::AddRemoveSIFile**

The IVCmdUserWord::AddRemoveSIFile method installs or uninstalls speaker-independent template extension files.

5

Syntax      HRESULT AddRemoveSIFILE(  
                  LPCTSTR      *lpzFile*,  
                  BOOL          *bInstall*);

10

Parameters    *lpzFile*

Pointer to the path of the file to install or uninstall.

*bInstall*

Indicates whether to install or uninstall a file, TRUE to install, FALSE to uninstall.

15

**IVCmdUserWord::GetPhraseList**

The IVCmdUserWord::GetPhraseList method gets the words in the installed vocabulary.

20

Syntax      HRESULT GetPhraseList(  
                  DWORD          *dwFlags*,  
                  PWSTR          *lpBuf*  
                  PDWORD        *\*pdwByteCnt*  
                  );

25

Parameters    *dwFlags*

There are two flags that can be set, one for each word list. If both are set, the combined list is returned.

30

Flag	Description
SRPHRASE_SI	Returns the speaker-independent list.
SRPHRASE_SD	Returns the speaker-dependent list.

*lpBuf*

Pointer to the buffer where the phrase list will be stored.

*PdwByteCnt*

The size of the buffer allocated to hold the list, in bytes. If the method returns successfully, it holds the actual number of bytes in the buffer.

35

Return Values This method returns NOERROR if successful, or one of these error values:

40

VCMDError::VALUEOUTOFRANGE

The allocated buffer is too small. When this occurs, GetPhraseList will set *pdwByteCnt* to the buffer size needed.

## Errors

If there is an error, the appropriate HRESULT should be returned.

- 5   Remarks    If both of these flags, SRPHRASE\_SI and SRPHRASE\_SD, are set, and if a word has both speaker-independent and speaker-dependent templates, the same word shows up in the buffer twice.

10   **IVCmdUserWord::ModifyTraining**

The IVCmdUserWord::ModifyTraining method allows an application to specify which templates are enabled for a particular phrase.

15

Syntax       HRESULT ModifyTraining(  
                  LPTSTR *lpszPhrase*  
                  DWORD *dwFlags*  
                  );

20

Parameters    *lpszPhrase*  
                  The phrase of interest.  
                  *dwFlags*

25

                  SRPHRASE\_SI  
                      Specifies the speaker-independent template.

                  SRPHRASE\_SD  
                      Specifies the speaker-dependent template.

30

                  SRPHRASE\_SI\_ENABLE  
                      Enables or disables a phrase on the speaker-independent template.

                  SRPHRASE\_SD\_ENABLE  
                      Enables or disables a phrase on the speaker-dependent template.

35

                  SRPHRASE\_SD\_ERASE  
                      Erases the speaker-dependent template for a phrase.

                  SRPHRASE\_PERMANENT  
                      When set, makes any changes permanent.

- 40   Return Values This method returns NOERROR if successful, or one of these error values:

                  SRERR\_PHRASENOTFOUND  
                      The phrase was not found in either template.

45

                  SRERR\_TEMPLATENOTFOUND  
                      The template is not available.

## Other Errors

If there is another error, the appropriate HRESULT should be returned.



5	Remarks	<p>Templates are enabled independently of each other. Either or both may be enabled at any given time. When setting a flag to enable or disable a template, the corresponding flag to select the template must also be set. For example, to enable the speaker-dependent template, use SRPHRASE_SD   SRPHRASE_SD_ENABLE.</p>
10		<p>The phrase string can contain alphabetic characters and intraword punctuation. It may not contain pronounced symbols such as numbers ("345" is not a valid string). Avoid ambiguous pronunciation. Instead of IEEE, use "I triple E," for instance.</p>
15		<p><b>IVCmdUserWord::QueryPhrase</b></p>
		<p>The IVCmdUserWord::QueryPhrase method is used to determine what kind of templates a phrase has and whether or not they are enabled.</p>
20	Syntax	<pre>HRESULT QueryPhrase(     LPTSTR    <i>lpszPhrase</i>     DWORD *<i>pdwValue</i> );</pre>
25	Parameters	<p><i>lpszPhrase</i> The phrase of interest.</p> <p><i>pdwValue</i> Returns flags indicating the training templates associated with the phrase.</p>
30		<p>SRPHRASE_SI The phrase has a speaker-independent template.</p> <p>SRPHRASE_SI_ENABLE The speaker-independent template is enabled/disabled.</p>
35		<p>SRPHRASE_SD The phrase has a speaker-dependent template.</p> <p>SRPHRASE_SD_ENABLE The speaker-dependent template is enabled/disabled.</p>
40	Return Values	<p>This method returns NOERROR if successful, or one of these error values:</p> <p>Errors</p>
45		<p>If there is an error, the appropriate HRESULT should be returned.</p>
	Remarks	<p>The phrase string can contain alphabetic characters and intraword punctuation. It may not contain pronounced symbols such as</p>

numbers ("345" is not a valid string). Avoid ambiguous pronunciation. Instead of IEEE, use "I triple E," for instance.

## 5 IVCmdUserWord::Train

The IVCmdUserWord::Train method is called by the application to train a list of user-defined phrases.

10 Syntax HRESULT Train(  
LPTSTR *lpPhrases*  
DWORD *dwSize*  
DWORD *hHandle*  
15 DWORD *dwFlags*  
);

Parameters *lpPhrases*  
A pointer to a sequential list of Unicode text strings. Each  
20 string is terminated by a Unicode NULL character. The  
end of the list is also indicated by a NULL.  
*dwSize*  
The number of Unicode characters in the list, including  
NULL characters (*not the number of bytes!*).  
*hHandle*  
25 Not implemented in AutoPC version 1. This parameter  
should be set to zero.  
*dwFlags*  
Not implemented in AutoPC version 1. This parameter  
30 should be set to zero.

Return Values This method returns NOERROR if successful, or one of these  
error values:  
Errors  
35 If there is an error, the appropriate HRESULT should be  
returned.

Remarks The phrase string can contain alphabetic characters and intraword  
punctuation. It may not contain pronounced symbols such as  
40 numbers ("345" is not a valid string). Avoid ambiguous  
pronunciation. Instead of IEEE, use "I triple E," for instance.

## 45 IVoiceCmd

The IVoiceCmd interface registers an application with a voice-command object. It is also used for tasks such as creating menus and menu enumerators.

Method	Description
IVoiceCmd::CmdMimic	Supplies a voice-aware application with the equivalent of a spoken voice command.
IVoiceCmd::MenuCreate	Creates a voice-menu object.
IVoiceCmd::MenuDelete	Deletes a menu from the voice-menu database.
IVoiceCmd::MenuEnum	Creates a voice-menu enumerator.
IVoiceCmd::Register	Registers an application to use voice commands.

Remarks This interface is supported by all voice-command objects.

## 5 IVoiceCmd::CmdMimic

The IVoiceCmd::CmdMimic method supplies a voice-aware application with the equivalent of a spoken voice command.

10 Syntax HRESULT CmdMimic(  
PVCMDNAME *pMenu*,  
PTSTR *pszCommand*  
);

15 Parameters *pMenu*  
[in] Address of a VCMDNAME structure identifying the menu that contains the command to mimic.  
*pszCommand*  
[in] Address of a string that contains the command to mimic.  
20

Return Values This method returns NOERROR if successful, or one of these error values:

- E\_INVALIDARG
- 25 • VCMDERR\_CANNOTMIMIC
- VCMDERR\_INVALIDCHAR
- VCMDERR\_MENUDOESNOTEXIST
- VCMDERR\_OUTOFMEM
- VCMDERR\_VALUEOUTOFRANGE
- 30 • VCMDERR\_INVALIDCHAR

Remarks CmdMimic parses the command string and eliminates white space and punctuation, and then the member function compares the result with each command on the voice menu until it finds a match. The comparison is case-insensitive, and the command string can include phrases from lists. If the string matches a command in the voice menu, it is recognized. Otherwise, the function returns an error.  
35

An application can call CmdMimic to play back voice macros to another application, somewhat like playing back keystrokes and mouse messages in Windows.

5

The voice menu must be active before an application can mimic its commands.

## 10 IVoiceCmd::MenuCreate

The IVoiceCmd::MenuCreate method creates a voice-menu object to represent a new or existing voice menu for an application.

15

Syntax      HRESULT MenuCreate(  
                  PVCMDNAME *pName*,  
                  PLANGUAGE *pLanguage*,  
                  DWORD *dwFlags*,  
                  PIVCMDMENU *\*ppIVCmdMenu*  
                  );

20

Parameters    *pName*

25

[in] Address of a VCMDNAME structure that identifies the menu to create. The VCMDNAME structure contains an application name, such as "Excel," and a state name, such as "Main menu" or "File Open dialog box."

*pLanguage*

30

[in] Address of a LANGUAGE structure that indicates the language to use for the menu. If this parameter is NULL, the default language for the site's speech-recognition mode is used.

*dwFlags*

35

[in] Flag that indicates how to create the menu. This parameter can be one of these values:

VCMDMC\_CREATE\_ALWAYS

40

Creates an empty menu with the given name. If a menu by that name already exists in the voice-menu database, it is erased. The new menu is stored in the database when the menu object is released.

VCMDMC\_CREATE\_NEW

45

Creates an empty menu with the given name. If a menu by that name already exists in the voice-menu database, the function returns an error. The new menu is stored in the database when the menu object is released.

**VCMDMC\_CREATE\_TEMP**

Creates an empty menu with the given name. If a menu by that name already exists in the voice-menu database, the function returns an error. The new menu is temporary and is discarded when the menu object is released.

**VCMDMC\_OPEN\_ALWAYS**

Opens an existing menu with the given name. If the menu does not exist, the function creates a new, empty menu. The new menu is stored in the database when the menu object is released.

**VCMDMC\_OPEN\_EXISTING**

Opens an existing menu. If the menu does not exist, the function returns an error.

***ppIVCmdMenu***

[out] Address of an IVCmdMenu interface for the newly created voice-menu object. The application uses the pointer to this interface to call IVCmdMenu functions on the voice-menu object. If an error occurs, this parameter receives NULL.

**Return Values** This method returns NOERROR if successful, or one of these error values:

- **E\_INVALIDARG**
- **VCMDERR\_CANTCREATESTORAGE**
- **VCMDERR\_MENUDOESNOTEXIST**
- **VCMDERR\_MENUEXIST**
- **VCMDERR\_OUTOFDISK**
- **VCMDERR\_OUTOFMEM**
- **VCMDERR\_VALUEOUTOFRANGE**

**Remarks**

An application can create a voice-menu object by loading an existing voice menu from the voice-menu database or creating a new voice menu. A voice menu need not be stored in the database; an application can create a temporary voice menu by setting *dwFlags* to the VCMDMC\_CREATE\_TEMP value. A temporary voice menu persists until the menu object is released.

An application can create more than one voice-menu object to represent the same menu — either one of its own menus or a menu for another application. For example, one application might do this to enumerate another application's menus.

More than one application can use the same voice-menu object. For example, Application A might call the IVoiceCmd::CmdMimic member function on a voice-menu object that represents a menu for Application B, while

Application B uses the same menu object to recognize commands spoken by the user.

## 5 IVoiceCmd::MenuDelete

The IVoiceCmd::MenuDelete method deletes a menu from the voice-menu database.

10 Syntax HRESULT MenuDelete(  
PVCMDNAME *pName*  
);

Parameters *pName*  
15 [in] Address of a VCMDNAME structure that identifies the menu to delete.

Return Values This method returns NOERROR if successful, or one of these error values:

- 20
- E\_INVALIDARG
  - VCMDERR\_MENUACTIVATE
  - VCMDERR\_MENUDOESNOTEXIST
  - VCMDERR\_MENUOPEN
  - 25 • VCMDERR\_OUTOFMEM

Remarks A menu cannot be deleted if it is currently open and the application is actively listening for its commands.

30 This function deletes the storage in the database for the menu (if it exists) and releases the voice-menu object that was created by the IVoiceCmd::MenuCreate member function. After a menu is deleted, the pointer to its IVCmdMenu interface is invalid, so it should be set to NULL.

## 35 IVoiceCmd::MenuEnum

The IVoiceCmd::MenuEnum method creates a voice-menu enumerator that allows an application to enumerate menus in the voice-menu database.

40 Syntax HRESULT MenuEnum(  
DWORD *dwFlags*,  
PTSTR *pszApplicationFilter*,  
45 PTSTR *pszStateFilter*,  
PIVCMDENUM *\*ppiVCmdEnum*  
);

Parameters	<i>dwFlags</i>	<p>[in] Indicates whether to enumerate active menus or open menus (those that have voice-menu objects, whether or not they are also active). This parameter can be certain combinations of these values:</p> <p>5 VCMDEF_ACTIVE Enumerates only active menus.</p> <p>10 VCMDEF_DATABASE Enumerates all menus in the voice commands database.</p> <p>VCMDEF_PERMANENT Enumerates only permanent menus.</p> <p>15 VCMDEF_SELECTED Enumerates open menus, whether or not they are also active.</p> <p>VCMDEF_TEMPORARY Enumerates only temporary menus.</p> <p>20 VCMDEF_ACTIVE and VCMDEF_SELECTED are mutually exclusive, as are VCMDEF_TEMPORARY and VCMDEF_PERMANENT. If both values are specified, the function returns an error.</p> <p>25 VCMDEF_TEMPORARY and VCMDEF_PERMANENT are ignored if neither VCMDEF_ACTIVE and VCMDEF_SELECTED are specified. In other words, they do not apply if you want to enumerate the menus in the database. By definition, if a menu is active, it is selected.</p>
30	<i>pszApplicationFilter</i>	<p>[in] Address of the name of the application for which to enumerate menus. This name is the same as that in the szApplication member of the VCMDNAME structure passed to the IVoiceCmd::MenuCreate member function. If this parameter is NULL, menus for all applications, except those eliminated by <i>dwFlags</i> and <i>pszStateFilter</i>, are enumerated.</p>
40	<i>pszStateFilter</i>	<p>[in] Address of a string that contains the name of the state for which to enumerate menus. This is the same as in the szState member of the VCMDNAME structure passed to MenuCreate. If <i>pszApplicationFilter</i> is NULL, all menus except those eliminated by <i>dwFlags</i> and this parameter are enumerated.</p>
45	<i>ppiVCmdEnum</i>	<p>[out] Address of a variable that receives a pointer to an IVCmdEnum interface for the newly created voice-menu enumerator. If an error occurs, this parameter receives NULL.</p>

Return Values This method returns NOERROR if successful, or one of these error values:

- E\_INVALIDARG
- VCMDERR\_INVALIDMODE
- VCMDERR\_OUTOFMEM
- VCMDERR\_VALUEOUTOFRANGE
- VCMDERR\_MENUDOESNOTEXIST

5

10

Remarks A menu can use a voice-menu enumerator to find and modify unknown menus or to show menu status to the user.

The voice-menu enumerator persists until all references to it are released, even if the voice-command object is released.

15

### IVoiceCmd::Register

20

The IVoiceCmd::Register method registers an application to use voice commands on a site. An application must call this function before it can use voice commands.

Syntax

```
HRESULT Register(
    PTSTR pszSite,
    PIVCMDNOTIFY SINK pNotifyInterface,
    IID IIDNotifyInterface,
    DWORD dwFlags,
    PVCSITEINFO pSiteInfo
);
```

25

30

Parameters

*pszSite*

In Auto PC, must be null or empty.

*pNotifyInterface*

35

[in] Address of the notification interface that receives notifications from the voice-command object. The interface identifier is specified by IIDNotifyInterface. If this parameter is NULL, no notifications will be sent.

40

45

Because passing the pointer to the voice-command object does not transfer ownership of the notification interface, the voice-command object must call the AddRef member function of the notification interface before returning from the call to Register. The voice-command object must also call the Release member function of the notification interface when it closes. The calling application must release any reference counts it holds on the notification interface after calling Register, unless it needs the notification object to be valid when the voice-command object releases it.



*IIDNotifyInterface*

[in] GUID that uniquely identifies the type of notification sink being passed to the voice-command object. It must be IID\_IVCmdNotifySinkW.

5

*dwFlags*

[in] Flag that indicates whether the application is to receive all notifications. This parameter can be one of these values:

10

VCMDRF\_ALLMESSAGES

Sends all notifications to pNotifyInterface.

VCMDRF\_ALLBUTVUMETER

Sends all but VUMeter notifications to pNotifyInterface.

15

VCMDRF\_VUMETER

Sends VUMeter notifications to pNotifyInterface.

VCMDRF\_NOMESSAGES

Does not send notifications.

20

If *dwFlags* is 0 (zero) or NULL, only the IVCmdNotifySink::CommandRecognize notification is sent.

*pSiteInfo*

25

[in] Address of a VCSITEINFO structure that contains settings to apply to the site, such as the speaker, confidence threshold, and speech-recognition mode. The settings are applied even if the site is already open. If this parameter is NULL, the voice-command object uses the settings from the registry. If there are no registry settings, it uses the default settings, typically those for the computer.

30

Telephony applications will pass this information to ensure that the proper settings are selected. Other applications will set this parameter to NULL to leave the site settings unchanged from previous values.

35

**Return Values** This method returns NOERROR, if successful, or one of these error values:

40

- E\_INVALIDARG
- VCMDERR\_CANTCREATEAUDIODEVICE
- VCMDERR\_CANTCREATESRENUM
- VCMDERR\_CANTSELECTENGINE
- VCMDERR\_CANTSETDEVICE
- VCMDERR\_INVALIDMODE
- VCMDERR\_NOFINDINTERFACE
- 45 • VCMDERR\_NOSITEINFO
- VCMDERR\_OUTOFMEM
- VCMDERR\_SRFINDFAILED
- VCMDERR\_VALUEOUTOFRANGE

- 5      Remarks      An application cannot call Register a second time for the same voice-command object. If a voice-command object is already registered, calling Register returns an error. To change sites, the application must call CoCreateInstance to create a new voice-command object for the desired site.
- 10           An application must call Register before it can call any of the following member functions:
- See Also      IVCmdMenu::Deactivate, IVCmdMenu::ListGet, IVCmdMenu::ListSet

**Detailed Description of Data Structures for a Voice Command API**

## Chapter 24

## VCMDCOMMAND

5 Provides information about a command in a voice menu.

```

typedef struct { // vccmd
    DWORD    dwSize;
    DWORD    dwFlags;
10    DWORD    dwID;
    DWORD    dwCommand;
    DWORD    dwDescription;
    DWORD    dwCategory;
    DWORD    dwCommandText;
15    DWORD    dwAction;
    DWORD    dwActionSize;
    BYTE     abData[];
} VCMDCOMMAND, *PVCMDCOMMAND;

```

20 Members dwSize

Size, in bytes, of the VCMDCOMMAND structure, including the amount allocated for abData. The contents of abData must be doubleword-aligned, so round dwSize up to the nearest whole doubleword.

25 dwFlags

Flags that indicate information about the command. This member can be a combination of these values:

Value	Description
VCMDCMD_DISABLED_PERM	The command was disabled by using the IVCmdMenu::EnableItem member function so that voice commands will not recognize it. The command is not compiled into the voice menu.
VCMDCMD_DISABLED_TEMP	The command was disabled by using the IVCmdMenu::SetItem member function. The command is still compiled into the voice menu, however, so it can be re-enabled without recompilation of the menu.

Value	Description
VCMDCMD_VERIFY	The application should prompt the user to verify the command before carrying it out. For example, this value should be set for a "Delete File" command. This value may be combined with either of the other values.
VCMDCMD_CANTRENAME	(New for 3.0). This indicates that the command is automatically generated and that navigator applications (such as Microsoft Voice) shouldn't allow users to rename the command. For example: A set of commands that are generated by extracting all of the menu items in the currently running application would have this flag set since there would be little point in users renaming them.

**dwID**

Command identifier. This member can be used to identify a command to modify, or it can be used for notifications.

5

**dwCommand**

Offset from the beginning of this structure to first character of the voice command string (ANSI or Unicode, depending on which character set was used in the application). For example, the voice command string might be "Open the file" and the character at the offset specified by dwCommand would be 'O'. In languages such as Japanese that have both a phonemic and symbolic character set, the dwCommand member is the offset to a phonemic string.

10

15

Within the command string, the following characters have special meaning: \_\_\_\_\_

Character	Meaning
	Indicates the name of a list of words or phrases that can be spoken at this point in the command. For example, the command string "Send mail to name" contains a list called "name." To add phrases to the list, use the IVCmdMenu::ListSet member function.
{ }	Reserved for future use.
[ ]	Reserved for future use.

**dwDescription**

5 Offset from the beginning of the structure to first character of a string that describes the action performed by the command.

**dwCategory**

10 Offset from the beginning of the structure to the first character of a string that indicates the category to which the command belongs.

15 Commands in a voice menu should be organized in different categories to help the user browse through lists of commands more easily. This is similar in concept to Windows menus, which organize commands under menu names such as "File," "Edit," "View," and so on. For best results, you should use 20 or fewer categories.

**dwCommandText**

20 Offset from the beginning of the structure to the first character of the command text, which is the string that is displayed to the user when he or she requests a list of available voice commands. If this member is NULL, an application uses the text pointed to by dwCommand, which is the voice-command string used in the application's user interface.

25 Most applications written for European languages will set this member to NULL because the language uses only one character set. Applications written for languages that have both a phonemic and symbolic character set, such as Japanese, will store the phonemic representation of the command in dwCommand and the symbolic representation (which is preferred by the user) in this member.

30

**dwAction**

35 Offset from the beginning of the structure to the first byte of a block of data that is sent to the application when the command is spoken.

40 Data passed with a command is not interpreted by voice commands; it is up to the application to determine whether the data is valid and to act upon it. Always check the validity of the data, because it is susceptible to being changed — accidentally or intentionally — by other

applications, just as other applications can change an .INI file or registry file.

dwActionSize

5

Number of bytes required to store the block of data indicated by dwAction.

abData

10

Array of type BYTE that contains the command string, its description, its category, and additional data (if any) to pass to the application along with the command. Because all of the items in abData are doubleword-aligned, the size of abData should be a multiple of 4. All strings should be null-terminated (0).

15

Because of the items indicated by offsets into abData are doubleword-aligned, the offsets specified by dwCommand, dwDescription, dwCategory, dwAction, and dwActionSize should be multiples of 4.

## VCMDNAME

20

Contains strings that uniquely identify the application and state to which a voice menu belongs.

25

```
typedef struct { // vcn
    TCHAR    szApplication[VCMD_APPLEN];
    TCHAR    szState[VCMD_STATELEN];
} VCMDNAME, *PVCMDNAME;
```

30

szApplication

Name of the application — for example, "Microsoft Word." The application name must be unique among all applications registered to use voice commands on the user's computer.

35

szState

Unique name of the application state in which the voice command set is valid. An application state usually corresponds to an active window or dialog box — for example, "Main Window" or "Set Font Dialog."

40

## VCSITEINFO

45

Provides information about the audio device, speech-recognition mode, and other attributes of a voice-command site.

```
typedef struct { // vcsi
    DWORD    dwAutoGainEnable;
    DWORD    dwAwakeState;
    DWORD    dwThreshold;
```

212

	DWORD	dwDevice;
	DWORD	dwEnable;
	TCHAR	szMicrophone[VCMD_MICLEN];
	TCHAR	szSpeaker[VCMD_SPEAKERLEN];
5	GUID	gModelID;
	} VCSITEINFO,	*PVCSITEINFO
	dwAutoGainEnable	
10		Value from 0 to 100 that indicates the state of the automatic gain for the incoming audio stream to be used by the site.
	dwAwakeState	
		TRUE if the site is awake for purposes of speech recognition or FALSE if the site is asleep.
15	dwThreshold	
		Value from 0 to 100 that indicates the recognition threshold for the speech-recognition engine to be used by the site.
	dwDevice	
20		Device identifier of the wave-in audio device to be used by the site. The device identifier can be obtained by calling the waveInGetNumDevs and waveInGetDevCaps multimedia functions.
	dwEnable	
25		TRUE if speech-recognition is enabled for the site or FALSE if speech-recognition is disabled.
	szMicrophone	
		Name of the current microphone for the audio source to be used by the site.
30	szSpeaker	
		Name of the current speaker for the site.
	gModelID	
35		GUID that uniquely identifies the speech-recognition mode to be used by the site. The GUID for a speech-recognition mode can be obtained by using a speech-recognition enumerator. For more information about speech-recognition enumerators, see section, "Low-Level Speech Recognition API."
40	Remarks	An application can pass a pointer to a VCSITEINFO structure with the IVoiceCmd::Register function to set the audio device, speech-recognition mode, and other attributes of a voice-command site, even if the site is already open.



## Chapter 25

## VTSITEINFO

- 5 Specifies an audio device, a text-to-speech mode, and the talking speed for a voice-text site and indicates whether voice text is enabled or disabled for the site.
- ```

10 typedef struct { // vtsi
        DWORD    dwDevice;
        DWORD    dwEnable;
        DWORD    dwSpeed;
        GUIDgModelID;
    } VTSITEINFO, *PVTSITEINFO;

```
- 15
- Members
- dwDevice
- Device identifier of the wave-out audio device to be used by the site. The device identifier can be obtained by calling the waveOutGetNumDevs and waveOutGetDevCaps multimedia functions.
- 20 dwEnable
- TRUE if voice text is to be enabled for the site or FALSE if voice text is to be disabled.
- dwSpeed
- 25 Baseline average talking speed, in words per minute, for the text-to-speech mode to be used by the site.
- gModelID
- 30 GUID that uniquely identifies the text-to-speech mode to be used by the site. The GUID for a text-to-speech mode is obtained from a text-to-speech enumerator object. For information about text-to-speech enumerators, see the section, "Low-Level Text-to-Speech API."
- 35
- An application can specify the address of a VTSITEINFO structure in a call to the IVoiceText::Register member function to set the voice, speaking speed, and other attributes of a voice-text site, even if the site is already open. Telephony applications typically do this to ensure that the proper information is selected for the site.

**Detailed Description of a Voice Command API for an Auto PC**

## Chapter 2

## IAPCSpeech

5 The IAPCSpeech interface is a high level Auto PC simple speech interface.

Remarks The function CreateAPCSpeechObject should be called to get the IAPCSpeech interface because APCSspeechObj cannot be created using CoCreateInstance.

10

## IAPCSpeech Methods

| Methods                                                      | Description                                                         |
|--------------------------------------------------------------|---------------------------------------------------------------------|
| IAPCSpeech::AddRefwcesdk_IAPCSpeech_AddRef                   | Increments the reference count for an interface on a speech object. |
| IAPCSpeech::AddVMenuCommandwcesdk_IAPCSpeech_AddVMenuCommand | Adds a command to the voice menu <i>pmenu</i> .                     |
| IAPCSpeech::AttribGetwcesdk_IAPCSpeech_AttribGet             | Gets speech-related settings.                                       |
| IAPCSpeech::AttribSetwcesdk_IAPCSpeech_AttribSet             | Sets or changes speech-related settings.                            |
| IAPCSpeech::CreateVMenuwcesdk_IAPCSpeech_CreateVMenu         | Creates a voice menu.                                               |
| IAPCSpeech::QueryInterfacewcesdk_IAPCSpeech_QueryInterface   | Returns a pointer to an IAPCSpeech interface.                       |
| IAPCSpeech::Releasewcesdk_IAPCSpeech_Release                 | Decrements the reference count.                                     |
| IAPCSpeech::Speakwcesdk_IAPCSpeech_Speak                     | Says or speaks the string stored in <i>szTTS</i> using TTS.         |
| IAPCSpeech::Trainwcesdk_IAPCSpeech_Train                     | Trains the application to recognize a user command.                 |
| IAPCSpeech::VoiceHelpStartwcesdk_IAPCSpeech_VoiceHelpStart   | Is called by the shell to start voice help.                         |
| IAPCSpeech::VoiceHelpStopwcesdk_IAPCSpeech_VoiceHelpStop     | Is called by the shell to stop voice help.                          |

15

## IAPCSpeech::AddRef

20 The IAPCSpeech::AddRef method increments the reference count for an interface on a speech object.

Syntax `STDMETHOD_(ULONG) IAPCSpeech::AddRef(THIS) PURE;`

**IAPCSpeech::AddVMenuCommand**

IAPCSpeech::AddVMenuCommand adds a command to the voice menu *pMenu*.

- 5                   Syntax       STDMETHOD IAPCSpeech::AddVMenuCommand(THIS\_ PIVCMDMENUW *pMenu*,  
                                  LPTSTR *szCmdString*,  
                                  UINT *dwCmdID*,  
10                   DWORD *dwFlags*,  
                                  PVOID *p*) PURE;
- Parameters       *pMenu*  
                  Pointer to the menu to which a command is to be added.  
15                   *szCmdStringr*  
                  The command string that is to be added to *pMenu*.  
                  *dwCmdID*  
                  The command ID that is to be added to the voice menu.  
                  See Remarks.  
20                   *dwFlags*  
                  Usually set to 0 to allow the system to handle the  
                  feedback. If the application wants to control feedback, it  
                  can pass:  
25                    \_none Application handles the feedback tone.  
                  \_tone Feedback is always tone.  
                  \_echo Feedback is always echo.  
                  *p*  
                  Must be NULL.
- 30               Remarks       To avoid string ID duplication, if your application uses speech-  
                                  enabled controls, make sure you use the following ranges to  
                                  assign IDs in resource file:  
                  • Application 0 to 0x7FFF  
35                   • Speech enabled controls 0x8000 to 0xFFFF.

**IAPCSpeech::AttribGet**

- 40                   IAPCSpeech::AttribGet gets speech-related settings.
- Syntax       STDMETHOD IAPCSpeech::AttribGet(THIS\_ DWORD  
                                  *dwAttrib*, PDWORD *pdwMisc*) PURE;
- 45               Remarks       AttribGet and AttribSet are now called by the shell and the  
                                  control panel applications. Your application should not call them  
                                  at the present time.

**IAPCSpeech::AttribSet**

IAPCSpeech::AttribSet sets or changes speech-related settings.

- 5    Syntax    `STDMETHOD IAPCSpeech::AttribGet(THIS_DWORD  
dwAttrib, DWORD dwMisc) PURE;`
- Remarks    AttribGet and AttribSet are now called by the shell and the  
control panel applications. Your application should not call them  
10    at the present time.

**IAPCSpeech::CreateVMenu**

- 15    IAPCSpeech::CreateVMenu creates a voice menu.
- `STDMETHOD IAPCSpeech::CreateVMenu  
(THIS_PVOICECMDW pVCmd,  
LPCTSTR lpMenuName  
20    HINSTANCE hInst  
DWORD dwCmdCnt  
LPVOID pCmdTable  
DWORD dwFlags  
PIVCMDMENUW* ppVMenu) PURE;`
- 25    Parameters    *pVCmd*  
Pointer to a voice command. Usually an application  
should pass null, unless it creates the voice command.
- 30    *lpMenuName*  
Unique menu name for each Apcspch object.
- hInst*  
Application or dynamic link library instance handle.
- dwCmdCnt*  
Table size.
- 35    *pCmdTable*  
Points to a GrammarID table which stores the resource  
string ID.
- dwFlags*  
Must be set to 0 or flag listed below. (See Remarks.)
- 40    *ppVMenu*  
Pointer to a voice menu pointer.
- Remarks    1. *dwFlags*  
APCSPCH\_VM\_USEEXISTING
- 45    • The APCSPCH\_VM\_USEEXISTING flag can be passed  
in the *dwFlags* parameter. When  
APCSPCH\_VM\_USEEXISTING is set and the  
application finds that the menu already exists, it will use  
the menu stored in the storage file. You can still pass in

the string table pointer and it is ignored if the APCSPCH\_VM\_USEEXISTING flag is set and there are commands in the menu.

- 5 • NOTE: APCSPCH\_VM\_USEEXISTING applies only to the CreateVMenu function. A developer should be careful about using AddVMenuCommand while using the APCSPCH\_VM\_USEEXISTING flag and CreateVMenu to create a voice menu. AddVMenuCommand does not check to determine whether the command is already stored or not. Make sure that you do not add the same command twice.
- 10 2. The caller is responsible for releasing the menu object by calling Release. To create a menu in the default voice command *pVCmd* should be NULL. If the application has another voice command, it can pass it to *pVCmd*.
- 15 3. The application should call the Activate and Deactivate functions of the menu object to activate or deactivate the grammar.

20

#### IAPCSpeech::QueryInterface

25

IAPCSpeech::QueryInterface returns a pointer to an IAPCSpeech interface.

STDMETHOD IAPCSpeech::QueryInterface(THIS\_REFIID *riid*, LPVOID FAR\* *ppvObj*) PURE;

Parameters *riid* [in] Specifies the IID of the interface being requested.  
*ppvObj* [out] Receives a pointer to an interface pointer to the object on return. If the interface specified in *riid* is not supported by the object, *ppvObj* is set to NULL.

35

Remarks The application can call QueryInterface to obtain the IID\_IVoiceCmd, IID\_IVoiceText, and other related VoiceCmd and VoiceText interface pointers.

40

#### IAPCSpeech::Release

45

The IAPCSpeech::Release method decrements the reference count for the calling interface on a speech object.

STDMETHOD\_(ULONG) IAPCSpeech::Release(THIS) PURE;

**IAPCSpeech::Speak**

IAPCSpeech::Speak says or speaks the string stored in *szTTS* using TTS.

5

STDMETHOD IAPCSpeech::Speak(THIS\_WCHAR\* *szTTS*,  
DWORD *dwID*) PURE;

Parameters    *szTTS*  
10                      String that is to be said or spoken.  
                 *wID*  
                    String buffer ID.

Remarks        If the parameter is null, it stops the speech output.

15

**IAPCSpeech::Train**

20                      IAPCSpeech::Train trains the application to recognize a user  
command. It deals with only one command at a time. The  
function pops up a training form to help the user train the  
application to recognize a word or command. The function is  
blocked until the training is finished or cancelled.

25                      STDMETHOD IAPCSpeech::Train(THIS\_BSTR *bstrPhrase*,  
PVOID *pFormManager*) PURE;

Parameters    *bstrPhrase*  
                    The word being trained.  
30                      *pFormManager*  
                    Pointer to the application form manager.

**IAPCSpeech::VoiceHelpStart**

35

IAPCSpeech::VoiceHelpStart is called by the shell to start voice help.

40                      STDMETHOD IAPCSpeech::VoiceHelpStart(THIS\_DWORD  
*promptType*)PURE;

Parameters    *promptType*  
                    Reserved. Must be 0.

45    Remarks        The application should not call VoiceHelpStart or  
VoiceHelpStop.

**IAPCSpeech::VoiceHelpStop**

IAPCSpeech::VoiceHelpStop is called by the shell to stop voice help.

5

STDMETHOD IAPCSpeech::VoiceHelpStop(THIS\_DWORD  
*dwReserved*)PURE;

Parameters *dwReserved*  
Reserved. Must be 0.

10

Remarks Your application must not call VoiceHelpStart or VoiceHelpStop.

15 **CreateAPCSpeechObject**

CreateAPCSpeechObject creates an Auto PC speech object.

Syntax CAPCSpeech\* CreateAPCSpeechObject(LPCTSTR *lpName*,  
20 *DWORD dwNotifyID*,  
*DWORD dwFlags*,  
*DWORD dwVCmdOption*,  
*DWORD dwTxtOption*);

Parameters Note: At this writing you may use either the thread method or  
25 sink method to create a speech object, however, in the future only  
the sink method may be supported. If your application uses a  
control that has the speech enabled such as an edit control or an  
HTML control, you must create the application using the sink  
30 method.

*lpName*

A unique name, usually the application name.

*dwNotifyID*

35 Thread Method: The thread ID where the notification  
messages are posted. Sink Method: The form manager  
pointer.

*dwFlags*

Thread Method: Must be 0. Sink Method: Should be  
APCSPCH\_CB\_FORMSINK.

40 *dwVCmdOption*

This should be set to 0 if the caller is only interested in the  
recognition notification WM\_SPCH\_RECOG. It can also  
be combinations of the following flags:

45 VCMDRF\_CMDOTHER, VCMDRF\_CMDSTART,  
VCMDRF\_ATTRIBCHANGE.

*dwTxtOption*

This can be a combination of the following flags:  
VTXTF\_SPEAK, VTXTF\_SPEAKDONE,  
VTXTF\_SPEAKSTOP, VTXTF\_SPEAKSTART.



- |         |    |                                                                                                                                                                                                                                                                                                                                                                    |
|---------|----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Remarks | 1. | To avoid string ID duplication, if your application uses speech-enabled controls, make sure you use the following ranges to assign string IDs in resource file:                                                                                                                                                                                                    |
| 5       |    | <ul style="list-style-type: none"><li>• Application 0 to 0x7FFF.</li><li>• Speech-enabled controls 0x8000 to 0xFFFF.</li></ul>                                                                                                                                                                                                                                     |
| 10      | 2. | An application can embed "\mrk=xx\" strings inside the text to be spoken. When the speech engine encounters the bookmarks, a WM_SPCH_NOTIFY (wParam=VTXTF_SPEAK, lParam=bookmarkID) message will be posted to the application. The traditional Speak(string,ID) will also work because the system adds \mrk=ID\ before the string and then sends it to the engine. |

**Detailed Description of an Out-of-Memory API**

## Chapter 29

### Out of Memory User Interface Reference

5           The out of memory component (Oomui) is a replaceable component that defines the behavior of the Windows CE operating system, including various dialogs and messages, when an out of memory situation is detected.

10           If you choose to replace the out of memory component with a customized out of memory component, you must implement all of the functions described in this section. Microsoft can provide assistance in this effort, in the form of sample code, upon request.

#### 15   **OomUI\_CreateNotRespondingWindow**

                  The OomUI\_CreateNotRespondingWindow function creates and returns a handle to a message dialog indicating that an application is not responding.

20           Syntax        HWND OomUI\_CreateNotRespondingWindow(void)

                  Parameters   None.

25           Return Value   Handle to the created window.

                  Remarks    The OomUI\_CreateNotRespondingWindow function creates and returns a handle to an Application Not Responding dialog. This dialog is displayed if the out of memory component is unable to close a running application. The Out of Memory component should not destroy or hide this window. This function is declared in the header file oomui.h.

#### 35   **OomUI\_CreateOomWindow**

                  The OomUI\_CreateOomWindow function creates the Out of Memory dialog.

40           Syntax        HWND OomUI\_CreateOomWindow(void);

                  Parameters   None.

                  Return Value   Returns a handle to the created window.

45           Remarks    Creates and returns a handle to the Out of Memory dialog. The Out of Memory dialog is immortal, meaning that it should not be destroyed or hidden by the Out of Memory component. This function is declared in the header file oomui.h.

**OomUI\_FShowOomWindow**

- 5                   The OomUI\_FShowOomWindow function is called when the system determines that the Out of Memory window should be shown. It does not display the dialog, however.
- 10   Syntax        BOOL OomUI\_FShowOomWindow(void)
- Parameters   None.
- Return Value Returns TRUE if the Out of Memory window should be shown; otherwise, FALSE.
- 15   Remarks       This function gives the Out of Memory component a chance to prevent the Out of Memory dialog from appearing (by returning FALSE). This is not recommended, however, unless there are no options available to the user to free more memory. This function
- 20                   is declared in the header file oomui.h.

**OomUI\_Initialize**

- 25                   The OomUI\_Initialize function is called once to initialize the Out of Memory user interface component.
- Syntax        VOID OomUI\_Initialize(  
                    HINSTANCE *hinst*
- 30                   );
- Parameters   *hinst*
- The HINSTANCE to use for loading resources.
- 35   Return Value None.
- Remarks       This function is called only once. It gives the Out of Memory user interface component an opportunity to do whatever initialization is needed. This function also informs the Out of
- 40                   Memory component of the current HINSTANCE, which is used to load resources. This function is declared in the header file oomui.h.

**OomUI\_NotRespondingWndProc**

The window procedure for the Not Responding dialog.

Syntax      LRESULT CALLBACK OomUI\_OomWndProc(  
               HWND *hwnd*,  
               UINT *message*,  
               WPARAM *wParam*,  
 5             LPARAM *lParam*  
               );

Parameters    *hwnd*  
               Handle to the Application Not Responding dialog.  
 10            *message*  
               A windows message (e.g.; WM\_CLOSE).  
               *wParam*  
               Message-specific parameter.  
               *lParam*  
 15            Message-specific parameter.

Remarks      This function is the window procedure for the Application Not  
               Responding window. This function is declared in the header file  
 20            oomui.h.

#### OomUI\_OnShow

25            The OomUI\_OnShow function is called just prior to the showing  
               of the Out of Memory window.

Syntax      VOID OomUI\_OnShow(void)

Parameters    None.

30            Return Value   None.

Remarks      The OomUI\_OnShow function is called just before the Out of  
 35            Memory dialog is shown. The OomUI\_OnShow function is not  
               required to do anything, but may be used to, for example, set the  
               title of the Out of Memory dialog or collect system information to  
               be displayed in the Out of Memory dialog. This function is  
               declared in the header file oomui.h.

40

#### OomUI\_OomWndProc

The window procedure for the Out of Memory dialog.

45    Syntax      LRESULT CALLBACK OomUI\_OomWndProc(  
                   HWND *hwnd*,  
                   UINT *message*,  
                   WPARAM *wParam*,.....

LPARAM *lParam*  
);

- Parameters
- 5            *hwnd*            Handle to the Out of Memory window.  
             *message*            A message (e.g., WM\_CLOSE).  
             *wParam*            Message-specific parameter.  
10           *lParam*            Message-specific parameter.
- Remarks      This function is the window procedure for the Out of Memory  
15              window. This function is declared in the header file Oomui.h.

#### OomUI\_SetWindowsInfo

- 20              The OomUI\_SetWindowsInfo function provides the Out of  
                Memory component with information regarding the windows to  
                be closed.
- Syntax          VOID OomUI\_SetWindowsInfo(  
25                  INT *cWindows*,  
                    WINDOWINFO\* *rgwi*  
                    );
- Parameters      *cWindows*            Number of entries in the *rgwi* array.  
30                  *rgwi*                Array of WINDOWINFO structures.
- Return Value    None.
- 35    Remarks      The OomUI\_SetWindowsInfo function specifies to the Out of  
                    Memory component the windows to be closed. Each window is  
                    represented as a WINDOWINFO structure. This function and the  
                    WINDOWINFO structure are declared in the header file oomui.h.
- 40    See Also      WINDOWINFO

#### OomUICallback\_CloseWindow

- 45              The OomUICallback\_CloseWindow function attempts to close a  
                window.

- Syntax      `BOOL OomUICallback_CloseWindow(  
                 WINDOWINFO* pwi  
                 );`
- 5    Parameters    *pwi*  
                 Pointer to a WINDOWINFO structure.
- Return Value Returns TRUE if WM\_CLOSE was sent; otherwise FALSE.
- 10   Remarks      The OomUICallback\_CloseWindow function is called by the Out  
                 of Memory component, and indicates that the Out of Memory  
                 component is attempting to close a window (via WM\_CLOSE).  
                 If this function returns FALSE, the window could not be sent a  
15                   WM\_CLOSE. If the function returns TRUE, it was sent a  
                 WM\_CLOSE message. Note that a TRUE return value does not  
                 indicate whether the specified window was actually closed.
- For more information, see Sample Serial Port Driver.

20

**OomUICallback\_IsCritical**

- The OomUICallback\_IsCritical function is called by the Out of  
Memory component to determine if memory is critically low.
- 25   Syntax      `BOOL OomUICallback_IsCritical(void)`
- Parameters    None.
- 30   Return Value None.
- Remarks      The OomUICallback\_IsCritical function is called by the Out of  
                 Memory component to determine if memory is critically low.  
                 This function is declared in the header file Oomui.h.

35

**OomUICallback\_NonClientPaint**

- The OomUICallback\_NonClientPaint function is called by the  
Out of Memory component to paint its non-client area in the  
"active" colors.
- 40   Syntax      `VOID OomUICallback_NonClientPaint(  
                 HWND hwnd  
45                   );`
- Parameters    *hwnd*  
                 Handle to the window.

Return Value None.

5      Remarks      The OomUICallback\_NonClientPaint function causes the non-client area (the title bar) to be painted in its "active" color. This function is declared in the header file Oomui.h.

## WINDOWINFO

10      The WINDOWINFO structure defines the window handle, window name, and close options for a window.

15      Syntax      typedef struct {  
                      HWND *hwnd*;  
                      LPCTSTR *szWindowName*;  
                      UINT32 *fToBeClosed*;  
                      UINT32 *fToBeTerminated*;  
                      } WINDOWINFO;

20      Members      *hwnd*  
                      Handle to the window.  
                      *szWindowName*  
                      Title of the window.  
                      *fToBeClosed*  
25           A value of 1 indicates that the window should be closed.  
                      *fToBeTerminated*  
                      A value of 1 indicates that the window should be terminated.

30      Remarks      The WINDOWINFO structure supports the implementation of the Out of Memory component. This structure is declared in header file Oomui.h.

35      See Also      OomUI\_SetWindowsInfo, OomUI\_SetWindowsInfo,  
                      OomUICallback\_CloseWindow.



Conclusion

APIs for modules and components of a resource-limited operating system have been described. The APIs provide access to specialized hardware and software that is desirable in such limited-resource systems.

5        Although specific embodiments have been illustrated and described herein, it will be appreciated by those of ordinary skill in the art that any arrangement which is calculated to achieve the same purpose may be substituted for the specific embodiments shown. This application is intended to cover any adaptations or variations of the present invention.

10        For example, those of ordinary skill within the art will appreciate that while the embodiments of the invention have been described as being implemented in a resource-limited environment, the principles of the invention are applicable to other environments. For example, the voice command APIs can be adapted to standard desk-top operating system to aid user's who have  
15        difficulty using a conventional keyboard and mouse to provide input to a system.

The terminology used in this application is meant to include all of these environments. Therefore, it is manifestly intended that this invention be limited only by the following claims and equivalents thereof.

What is claimed is:

1. A computer system comprising:  
a computer comprising a processor and a memory operatively coupled  
5 together;  
an operating system executing in the processor, said operating system having a  
handwriting recognition component;  
an application program running under the control of the operating  
system; and  
10 application program interfaces associated with the handwriting  
recognition component, said application program interfaces operative to receive  
data from the application and send data to the application.
2. The computer system of claim 1, wherein the application program  
15 interfaces comprise:  
a first interface that receives a source handwriting context handle from an  
application and returns to the application a target handwriting context handle that  
is based on the source handwriting context handle;  
a second interface that receives a first handwriting context handle from  
20 an application that causes the handwriting recognition component to destroy the  
first handwriting context handle;  
a third interface that receives from an application an input handwriting  
context handle and an array of points representing a mouse stroke, and that  
causes the handwriting recognition component to add the array of points to a  
25 data structure represented by the input handwriting context handle;  
a fourth interface that receives from an application the input handwriting  
context handle from an application and that causes the handwriting recognition  
component to stop adding arrays of points to the data structure represented by  
the input handwriting context handle;

a fifth interface that receives from an application the input handwriting context handle and that causes the handwriting component to interpret the data structure represented by the input handwriting context handle;

5 a sixth interface that receives the input handwriting context handle from the application and that returns to the application at least one character that is based on the array of points in the handwriting recognition context; and

a seventh interface that receives the input handwriting context handle and a context character from an application and that causes the handwriting recognition component to interpret the arrays of points based on the context  
10 character.

3. A set of application program interfaces embodied on a computer-readable medium for execution on a computer in conjunction with an application that interfaces with a handwriting recognition component, comprising:

15 a first interface that receives a source handwriting context handle from an application and returns to the application a target handwriting context handle that is based on the source handwriting context handle;

a second interface that receives a first handwriting context handle from an application that causes the handwriting recognition component to destroy the  
20 first handwriting context handle;

a third interface that receives from an application an input handwriting context handle and an array of points representing a mouse stroke, and that causes the handwriting recognition component to add the array of points to a data structure represented by the input handwriting context handle;

25 a fourth interface that receives from an application the input handwriting context handle from an application and that causes the handwriting recognition component to stop adding arrays of points to the data structure represented by the input handwriting context handle;

a fifth interface that receives from an application the input handwriting

context handle and that causes the handwriting component to interpret the data structure represented by the input handwriting context handle;

a sixth interface that receives the input handwriting context handle from the application and that returns to the application at least one character that is  
5 based on the array of points in the handwriting recognition context; and

a seventh interface that receives the input handwriting context handle and a context character from an application and that causes the handwriting recognition component to interpret the arrays of points based on the context character.

10

4. A computer system comprising:

a computer comprising a processor and a memory operatively coupled together;

an operating system executing in the processor, said operating system  
15 having a positioning component;

an application program running under the control of the operating system; and

application program interfaces associated with the positioning component, said application program interfaces being functional to allow the  
20 application program to cause the positioning component to send and receive data from a positioning device.

5. The computer system of claim 4, wherein the positioning device comprises a Global Positioning System (GPS).

25

6. The computer system of claim 5, wherein the GPS comprises an Apollo GPS.

7. The computer system of claim 4, wherein the application program interfaces comprise:

a first interface that receives a first device handle from an application, said first device handle referring to the positioning device, and that returns to the application a status value indicating whether or not the positioning device was successfully closed;

a second interface that returns a list of positioning devices to the application; and

a third interface that receives a positioning device profile from an application and that returns to the application a second device handle representing the positioning device, said positioning device being placed in an open state.

8. The computer system of claim 4, wherein the application program interfaces comprise:

a fourth interface that receives a first handle to the positioning device and a first data type from an application and that returns a data value to the application based on the first data type; and

a fifth interface that receives a second handle to the positioning device, a data buffer containing data to be sent to the positioning device, and a second data type from the application and that returns to the application a status indicating whether or not the data buffer was successfully sent to the positioning device.

9. The computer system of claim 8, wherein the first data type is selected from the group consisting of: position, velocity, device state, time, accuracy station, device profile, configuration, settings, differential GPS status, and almanac.

10. The computer system of claim 8, wherein the second data type is selected from the group consisting of: position, velocity, device state, time, accuracy station, device profile, configuration, settings, differential GPS status, and almanac.
- 5
11. The computer system of claim 4, wherein the application program interfaces comprise:
- a sixth interface that receives a device handle to the positioning device, a data type and a time period from the application, and that causes the positioning
  - 10 component to retrieve data from the positioning device once each time period, said retrieved data based on the data type; and
  - a seventh interface that receives a second device handle to the positioning device and a data type from an application, and that causes the positioning component to stop retrieving data of the type specified by the data type.
- 15
12. The computer system of claim 4, wherein the application program interfaces further comprise an eighth interface that returns to an application the quality of service provided by the positioning device.
- 20
13. A set of application program interfaces embodied on a computer-readable medium for execution on a computer in conjunction with an application that maintains positioning data, comprising:
- a first interface that receives a first device handle from an application, said first device handle referring to the positioning device, and that returns to the
  - 25 application a status value indicating whether or not the positioning device was successfully closed;
  - a second interface that returns a list of positioning devices to the application; and

a third interface that receives a positioning device profile from an application and that returns to the application a second device handle representing the positioning device, said positioning device being placed in an open state.

5

14. The set of application program interfaces of claim 13, wherein the application program interfaces further comprise:

a fourth interface that receives a first handle to the positioning device and a first data type from an application and that returns a data value to the

10 application based on the first data type; and

a fifth interface that receives a second handle to the positioning device, a data buffer containing data to be sent to the positioning device, and a second data type from the application and that returns to the application a status indicating whether or not the data buffer was successfully sent to the positioning device.

15

15. The set of application program interfaces of claim 14, wherein the first data type is selected from the group consisting of: position, velocity, device state, time, accuracy station, device profile, configuration, settings, differential GPS status, and almanac.

20

16. The set of application program interfaces of claim 14, wherein the second data type is selected from the group consisting of: position, velocity, device state, time, accuracy station, device profile, configuration, settings, differential GPS status, and almanac.

25

17. The set of application program interfaces of claim 13, wherein the application program interfaces further comprise:

a sixth interface that receives a device handle to the positioning device, a data type and a time period from the application, and that causes the positioning

component to retrieve data from the positioning device once each time period,  
said retrieved data based on the data type; and

a seventh interface that receives a second device handle to the positioning  
device and a data type from an application, and that causes the positioning  
5 component to stop retrieving data of the type specified by the data type.

18. The set of application program interfaces of claim 13, wherein the  
application program interfaces further comprise an eighth interface the returns to  
an application the quality of service provided by the positioning device.

10

19. A computer readable medium having stored thereon a data structure  
comprising:

a first field comprising a data item indicating a position and a data item  
indicating a time that the data item indicating a position was set;

15 a second field comprising almanac data received from a positioning  
device operably coupled to an embedded system;

a third field comprising an indicator indicating whether the second field  
is initialized upon startup of the embedded system;

a fourth field comprising an indicator indicating whether the data item  
20 indicating a position is initialized upon startup of the embedded system; and

a fifth field comprising an indicator indicating whether the data item  
indicating a time is initialized upon startup of the embedded system.

20. A computer readable medium having stored thereon a data structure  
25 comprising:

a first field comprising a manufacturer name for a positioning device;

a second field comprising a name for the chip manufacturer and chip  
model of the positioning device;



- a third field comprising a number of applications using the positioning device;
- a fourth field comprising the quality of data provided by the positioning device;
- 5 a fifth field comprising a pointer to a data structure describing the next positioning device; and
- a sixth field identifying a communications port used by the positioning device.
- 10 21. A computer readable medium having stored thereon a data structure comprising:
- a first field comprising the state of a positioning device; and
- a second field comprising a time indicating when the first field was updated.
- 15 22. A computer readable medium having stored thereon a data structure comprising:
- a first field comprising a positioning device mode for a positioning device;
- 20 a second field comprising an operational mode for the positioning device;
- a third field comprising a correction status for the positioning device;
- a fourth field comprising a time indicating when the first field, second field and third field were set; and
- a fifth field comprising a maximum age limit assigned to the positioning
- 25 device.
23. A computer readable medium having stored thereon a data structure comprising:
- a first field comprising a station number identifying a station;

- a second field indicating whether the station identified by the first field is used during a predetermined data processing step that calculates a position;  
a third field comprising an elevation of the station;  
a fourth field comprising an azimuth value for the station; and  
5 a fifth field comprising the strength of the signal received from the station.
24. A computer readable medium having stored thereon a data structure comprising:  
10 a first field comprising a position for a positioning device coupled to an embedded system; and  
a second field comprising a time when the position of the first field was acquired.
- 15 25. A set of application program interfaces embodied on a computer-readable medium for execution on a computer in conjunction with an application that provides text output, comprising:  
a first interface that receives an application identifier, a notification interface, an identifier for the notification interface, a flag identifying a set of  
20 notifications to be sent to the notification interface, and a reference to a site information structure and that registers the application with a text-to-speech component; and  
a second interface that receives a buffer containing text, a priority flag indicating the type of text, and a buffer that contains text-to-speech control tags  
25 and that causes the text-to-speech component to convert the buffer containing text to audio output.
26. The set of application program interfaces of claim 25, further comprising:  
a third interface that causes the text-to-speech component to stop playing

the buffer containing text and to flush a set of pending text from a playback queue;

a fourth interface that causes the text-to-speech component to pause playing the buffer containing text; and

5 a fifth interface that causes the text-to-speech component to resume playing the buffer containing text.

27. The set of application program interfaces of claim 25, further comprising:

a sixth interface that returns a flag indicating the current speech status;

10 a seventh interface that receives a first talking speed that causes the text-to-speech component to output text at the first talking speed;

an eighth interface that returns a current talking speed;

a ninth interface that receives a first voice identifier that indicates a voice to be used by the text-to-speech component; and

15 a tenth interface that returns a second voice identifier that indicates the current voice used by the text-to-speech component.

28. A set of application program interfaces embodied on a computer-readable medium for execution on a computer in conjunction with an application that

20 manages at least one voice command menu, comprising:

a first interface that receives a handle of a window associated with the at least one voice command menu and a flag indicating when the menu should be active in relation to a speech recognition status;

25 a second interface that receives a list of command structures, each of said command structures describing a voice command, and that returns a number associated with a first voice command added to the at least one voice command menu;

a third interface that deactivates the at least one voice command menu; and

a fourth interface that receives a number corresponding to a first voice command, a number of voice commands to remove and that removes the number of voice commands from the at least one voice command menu, said removal starting with the number corresponding to the first voice command.

5

29. A set of application program interfaces embodied on a computer-readable medium for execution on a computer in conjunction with an application that manages a voice command menu, comprising:

a first interface that receives an enablement parameter from an application, said enablement parameter operative to cause a voice recognition component to enable voice recognition when the enablement parameter has a first value and to disable voice recognition when the enablement parameter has a second value; and

a second interface that returns a second parameter to the application, said second parameter operative to indicate that voice recognition is enabled when the second parameter has the first value and that voice recognition is disabled when the second parameter has the second value.

30. A set of application program interfaces embodied on a computer-readable medium for execution on a computer in conjunction with an application that manages a voice command menu, comprising:

a first interface that receives a first voice command structure identifying a voice menu and a command string, said voice command structure having an association with a second application;

a second interface that receives an identifier of a recognized voice command, a second voice command structure identifying a voice menu associated with the recognized voice command, a verification required flag, an action data string, a list containing at least one recognized phrase of the

recognized voice command, and a command string corresponding the recognized command;

a third interface that is called when a spoken phrase is detected by a voice command component; and

5 a fourth interface that receives a type of interference detected by the voice command component.

31. A set of application program interfaces embodied on a computer-readable medium for execution on a computer in conjunction with an application that  
10 manages a voice command menu, comprising:

a first interface that receives a menu identifier structure, said menu identifier structure comprising an application name and a state name, a language identifier structure and a mode flag from an application that causes a voice recognition system to create a voice command menu identified by the menu  
15 identifier structure; and

a second interface that receives the menu identifier structure from an application and that causes the voice recognition system to delete the voice command menu identified by the menu identifier structure.

20 32. A computer system comprising:

a computer comprising a processor and a memory operatively coupled together;

an operating system executing in the processor, said operating system having a speech-to-text component;

25 an application program running under the control of the operating system;

application program interfaces associated with the speech-to-text component, said application program interfaces operative to receive data from the application and send data to the application.

33. The computer system of claim 32, wherein the application program interfaces comprise:

5 a first interface that receives an application identifier, a notification interface, an identifier for the notification interface, a flag identifying a set of notifications to be sent to the notification interface, and a reference to a site information structure and that registers the application with a text-to-speech component; and

10 a second interface that receives a buffer containing text, a priority flag indicating the type of text, and a buffer that contains text-to-speech control tags and that causes the text-to-speech component to convert the buffer containing text to audio output.

34. The computer system of claim 32, wherein the application program  
15 interfaces comprise:

a third interface that causes the text-to-speech component to stop playing the buffer containing text and to flush a set of pending text from a playback queue;

20 a fourth interface that causes the text-to-speech component to pause playing the buffer containing text; and

a fifth interface that causes the text-to-speech component to resume playing the buffer containing text.

35. The computer system of claim 32, wherein the application program  
25 interfaces comprise:

a sixth interface that returns a flag indicating the current speech status;

a seventh interface that receives a first talking speed that causes the text-to-speech component to output text at the first talking speed;

an eighth interface that returns a current talking speed;

a ninth interface that receives a first voice identifier that indicates a voice to be used by the text-to-speech component; and

a tenth interface that returns a second voice identifier that indicates the current voice used by the text-to-speech component.

5

36. A computer system comprising:

a computer comprising a processor and a memory operatively coupled together;

an operating system executing in the processor, said operating system having a voice recognition component; and

10

an application program running under the control of the operating system;

application program interfaces associated with the voice recognition component, said application program interfaces operative to receive data from the application and send data to the application.

15

37. The computer system of claim 36, wherein the application program interfaces comprise:

a first interface that receives a handle of a window associated with the at least one voice command menu and a flag indicating when the menu should be active in relation to a speech recognition status;

20

a second interface that receives a list of command structures, each of said command structures describing a voice command, and that returns a number associated with a first voice command added to the at least one voice command menu;

25

a third interface that deactivates the at least one voice command menu; and

a fourth interface that receives a number corresponding to a first voice command, a number of voice commands to remove and that removes the number

of voice commands from the at least one voice command menu, said removal starting with the number corresponding to the first voice command.

38. The computer system of claim 36, wherein the application program  
5 interfaces comprise:

a first interface that receives an enablement parameter from the application, said enablement parameter operative to cause the voice recognition component to enable voice recognition when the enablement parameter has a first value and to disable voice recognition when the enablement parameter has a  
10 second value; and

a second interface that returns a second parameter to the application, said second parameter operative to indicate that voice recognition is enabled when the second parameter has the first value and that voice recognition is disabled when the second parameter has the second value.

15

39. The computer system of claim 36, wherein the application program interfaces comprise:

a first interface that receives from the application a first voice command structure identifying a voice menu and a command string, said voice command  
20 structure having an association with a second application;

a second interface that receives an identifier of a recognized voice command, a second voice command structure identifying a voice menu associated with the recognized voice command, a verification required flag, an action data string, a list containing at least one recognized phrase of the  
25 recognized voice command, and a command string corresponding the recognized command;

a third interface that is called when a spoken phrase is detected by the voice recognition component; and



a fourth interface that receives a type of interference detected by the voice recognition component.

40. The computer system of claim 36, wherein the application program  
5 interfaces comprise:

a first interface that receives a menu identifier structure, said menu identifier structure comprising an application name and a state name, a language identifier structure and a mode flag from an application that causes a voice recognition system to create a voice command menu identified by the menu  
10 identifier structure; and

a second interface that receives the menu identifier structure from an application and that causes the voice recognition system to delete the voice command menu identified by the menu identifier structure.

15 41. A computer readable medium having stored thereon a data structure comprising:

a first field comprising a command string for a voice command;

a second field comprising a flag having values providing information about the voice command;

20 a third field comprising a command identifier for the voice command;

a fourth field comprising a description of an action performed in response to the voice command; and

a fifth field comprising a category identifier for the voice command.

25 42. A computer readable medium having stored thereon a data structure comprising:

a first field comprising a recognition threshold for a voice recognition engine;

- a second field comprising an identifier for an input audio device supplying input to the voice recognition engine;
- a third field comprising a flag indicating whether voice recognition is enabled;
- 5 a fourth field comprising the name of a current microphone for the audio input device identified by the second field;
- a fifth field comprising the name of a current speaker that is the audio source; and
- a sixth field comprising an identifier for a speech-recognition mode.
- 10 43. A computer readable medium having stored thereon a data structure comprising:
- a first field comprising an identifier for an input audio device supplying input to a voice recognition engine;
- 15 a second field comprising a flag indicating whether voice recognition is enabled; and
- a third field comprising a baseline average talking speed for the voice recognition engine.
- 20 44. A computer system comprising:
- a computer comprising a processor and a memory operatively coupled together;
- an operating system executing in the processor, said operating system having an out of memory module;
- 25 application program interfaces associated with the out of memory module, said application program interfaces being functional to allow the operating system to cause the out of memory module to respond to a low memory condition.

45. The computer system of claim 44, wherein the application program interfaces comprise:

a first interface that receives from the operating system a list of window structures that identify windows to be closed by the out of memory module; and

5 a second interface called by the out of memory module that causes the operating system to determine if memory is critically low.

46. A set of application program interfaces embodied on a computer-readable medium for execution on a computer in conjunction with an out of memory

10 module of an operating system, comprising:

a first interface that receives from the operating system a list of window structures that identify windows to be closed by the out of memory module; and

a second interface called by the out of memory module that causes the operating system to determine if memory is critically low.

15

47. A computer readable medium having stored thereon a data structure comprising:

a first field comprising a handle representing a folder containing a local  
20 object and a remote object;

a second field comprising a handle representing the local object;

a third field comprising a handle the remote object;

a fourth field comprising a name of the local object;

a fifth field comprising a description of the local object;

25 a sixth field comprising a name of the remote object; and

a seventh field comprising a description of the remote object; and

wherein during a predetermined data processing operation the fourth, fifth, sixth and seventh fields are displayed.

48. A computer readable medium having stored thereon a data structure comprising:

- a first field comprising an object type name;
- a second field comprising at least one indicator describing a file system object, said indicators including a changed indicator and a deleted indicator;
- a third field comprising an identifier for a file system object;
- a fourth field comprising a count of a number of file system object identifiers that are to be replicated if the changed indicator is set, otherwise comprising a count of a number of file system object identifiers in a list of changed objects if both the changed indicator and the deleted indicator are not set; and
- a fifth field comprising a count of a number of deleted object identifiers that are to be replicated if the deleted indicator is set, otherwise comprising a count of a number of file object identifiers in a list of unchanged objects if both the changed indicator and the delete indicator are not set.

49. A computer readable medium having stored thereon a data structure comprising:

- a first field comprising the name of an object type;
- a second field comprising a number of existing objects having the object type named in the first field; and
- a third field comprising a timestamp, said timestamp indicating a last time that an object having the object type named in the first field was modified.

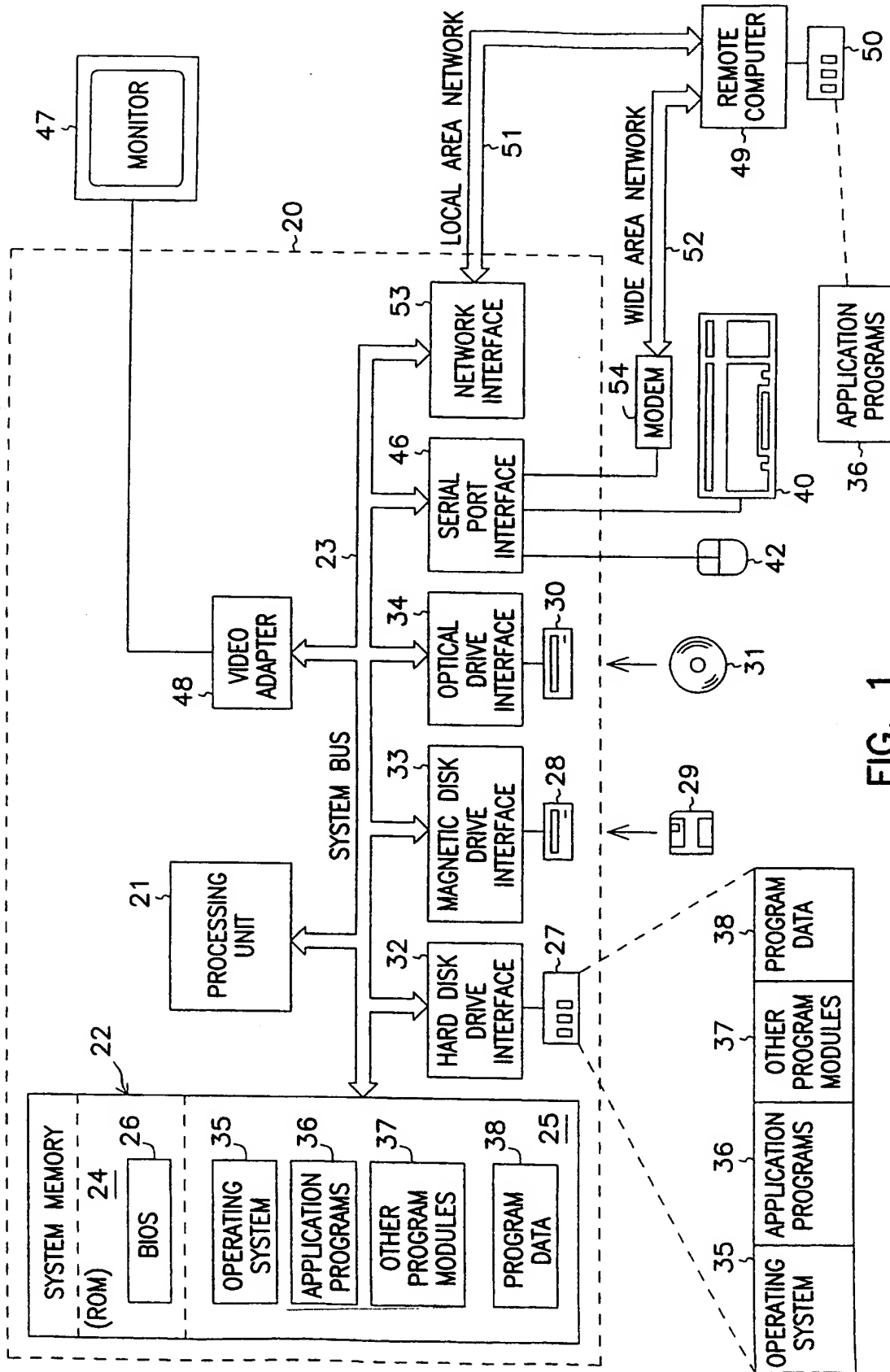


FIG. 1

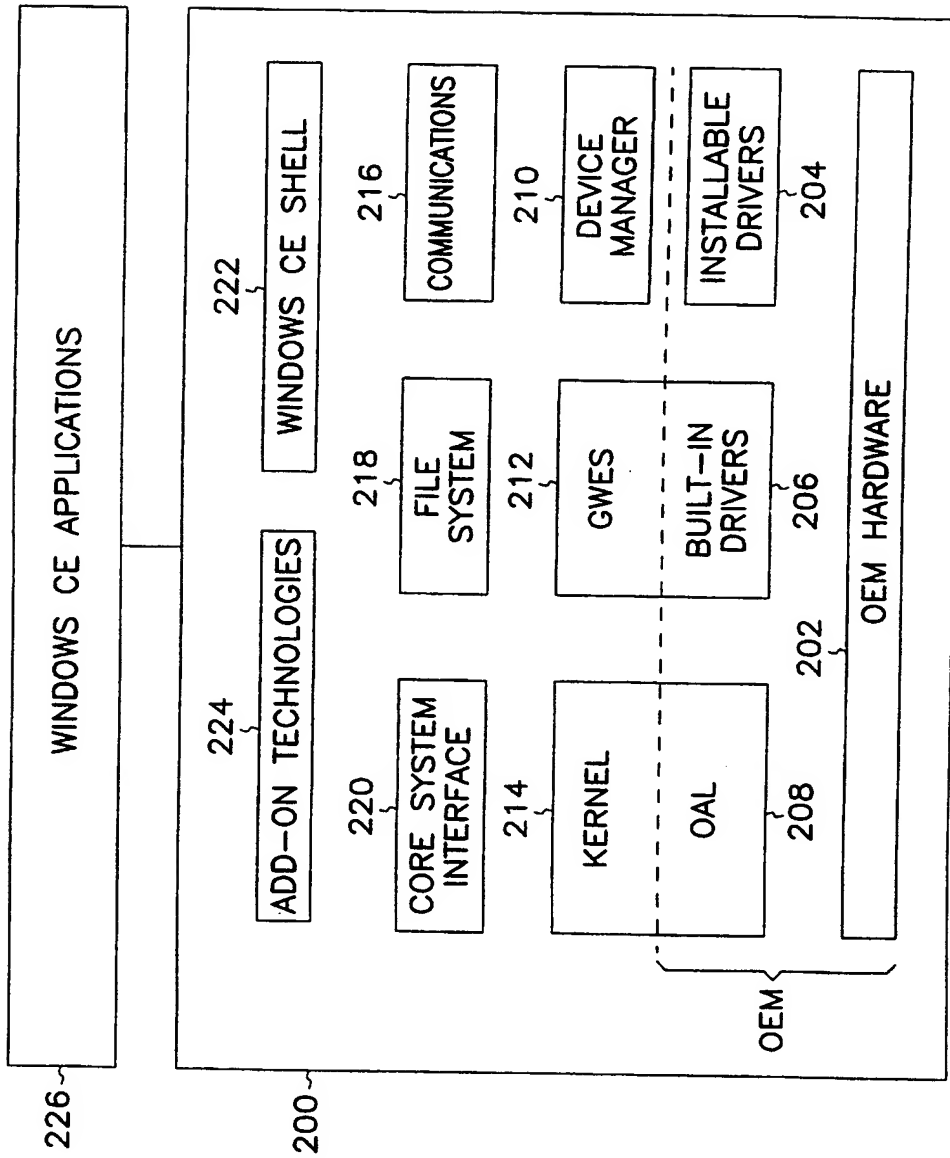


FIG. 2

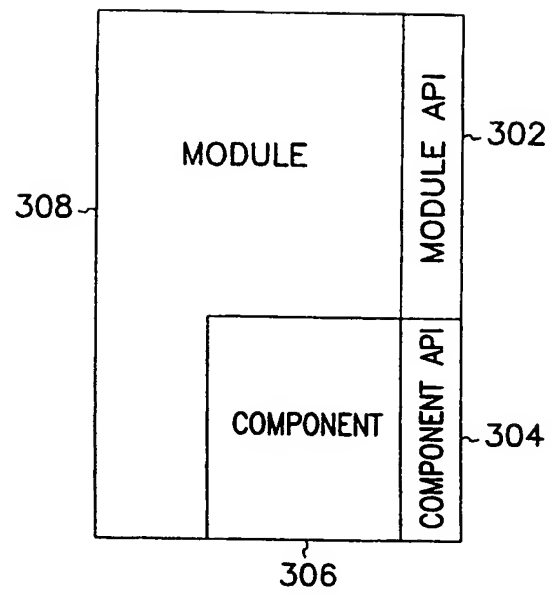


FIG. 3

# INTERNATIONAL SEARCH REPORT

International Application No

PCT/US 99/06223

**A. CLASSIFICATION OF SUBJECT MATTER**  
IPC 6 G06F9/46

According to International Patent Classification (IPC) or to both national classification and IPC

## B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

IPC 6 G06F

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practical, search terms used)

## C. DOCUMENTS CONSIDERED TO BE RELEVANT

| Category | Citation of document, with indication, where appropriate, of the relevant passages                                                                                                                                                                                                                                                       | Relevant to claim No |
|----------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------|
| Y        | US 5 724 506 A (CLARON ET AL)<br>3 March 1998 (1998-03-03)<br>the whole document<br>---                                                                                                                                                                                                                                                  | 1-49                 |
| Y        | LEVY M: "WINDOWS CE AT THE CENTER OF A JUGGLING ACT"<br>EDN ELECTRICAL DESIGN NEWS,<br>vol. 42, no. 15,<br>17 July 1997 (1997-07-17), pages 38, 40,<br>42, 44, -46, 48, 50, XP000754502<br>Newton, MA, US<br>ISSN: 0012-7515<br>page 40, left-hand column, line 41 - line 51<br>page 40, middle column, line 44 - line 54<br>---<br>-/-- | 1-49                 |

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Date of the actual completion of the international search

22 July 1999

Date of mailing of the international search report

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| C.(Continuation) DOCUMENTS CONSIDERED TO BE RELEVANT |                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                      |
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| Category                                             | Citation of document, with indication, where appropriate, of the relevant passages                                                                                                                                                                                                                                                                                                                                                                                         | Relevant to claim No |
| A                                                    | <p>MENDELSON N: "Operating systems for component software environments" PROCEEDINGS. THE SIXTH WORKSHOP ON HOT TOPICS IN OPERATING SYSTEMS (CAT. NO.97TB100133), PROCEEDINGS. THE SIXTH WORKSHOP ON HOT TOPICS IN OPERATING SYSTEMS (CAT. NO.97TB100133), CAPE COD, MA, USA, 5-6 MAY 1997, pages 49-54, XP002109963<br/>1997, Los Alamitos, CA, USA, IEEE Comput. Soc. Press, USA. ISBN: 0-8186-7834-8<br/>the whole document</p> <p style="text-align: center;">-----</p> | i-49                 |
| A                                                    | <p>BRIAN N. BERSHAD ET AL.: "Extensibility, Safety and Performance in the SPIN Operating System" OPERATING SYSTEMS REVIEW (SIGOPS), vol. 29, no. 5, December 1995 (1995-12), pages 267-284, XP002109964<br/>NEW YORK, US<br/>the whole document</p> <p style="text-align: center;">-----</p>                                                                                                                                                                               | 1-49                 |

# INTERNATIONAL SEARCH REPORT

Information on patent family members

International Application No

PCT/US 99/06223

| Patent document<br>cited in search report | Publication<br>date | Patent family<br>member(s) | Publication<br>date |
|-------------------------------------------|---------------------|----------------------------|---------------------|
| US 5724506 A                              | 03-03-1998          | AU 5853696 A               | 29-11-1996          |
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